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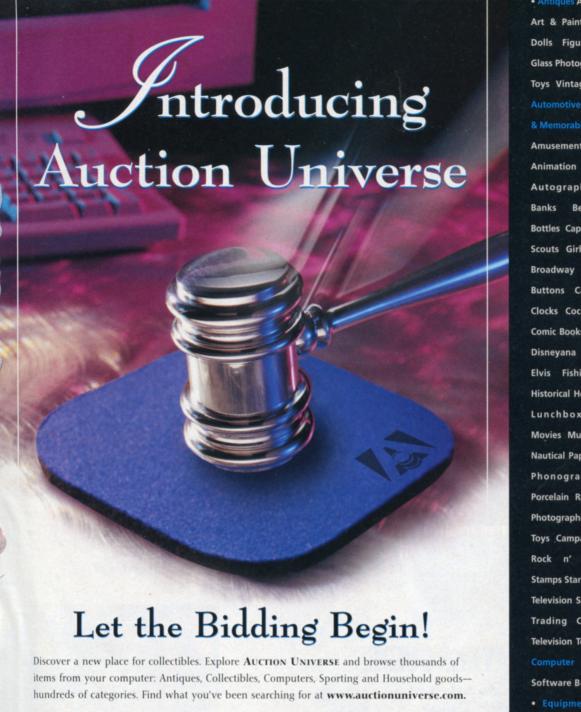
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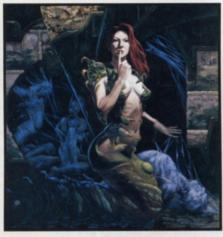
INsideQUEST

FEATURES

- Holiday Magic Cards By the InQuest staff. Artwork by Phil Foglio and Allen G. Douglas. Tis the season to enjoy another handful of Magic cards you'll never see.
- 38 Stolen Secrets By Rachel Barth, Charlene Brusso, Paul Sudlow, Allen Varney and the InQuest staff. 50 ideas from fantasy and sci-fi literature adaptable to your RPGs.
- 50 Read All About It! By the InQuest staff. How an issue of InQuest is made in 20 easy steps.
- 76 Future Shock By the InQuest staff. InQuest's top 10 predictions for 1998.
- Amazing Stories By the InQuest staff.

 An astounding look at the worlds of Rage, LSR, BattleTech and Shadowrun. 82
- 92 The 1997 InQuest Fan Awards Vote for your favorite games!





Alan Pollack delivers this month's "Caterpillar Woman" cover in style. Would you believe we commissioned this piece eight months ago? For details on how an actual issue of InQuest is put together, check out PAGE 50.

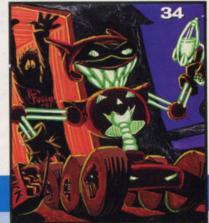
COLUMNS & DEPARTMENTS

- 4 Behind the Lines Thoughts from the InQuest staff.
- 6 InQuisition Letters to the editors.
- **12 IO News**
- 24 On Deck Reviewing Star Wars: Cloud City, Magic: Tempest, BattleTech: Mechwarrior, the Gorkamorka miniatures wargame and more...
- 58 Killer Decks Magic and Shadowrun tournament decks.
- 64 Stumpers
- 66 House Rules
- 68 Creative Campaigning Tips for GMs.
- 70 Basic Training Star Wars RPG.
- 94 Treasure Chest Cool game stuff.
- 142 Shows, Cons & Tournaments
- 144 Swan Song

PRICE & PLAYERS GUIDES

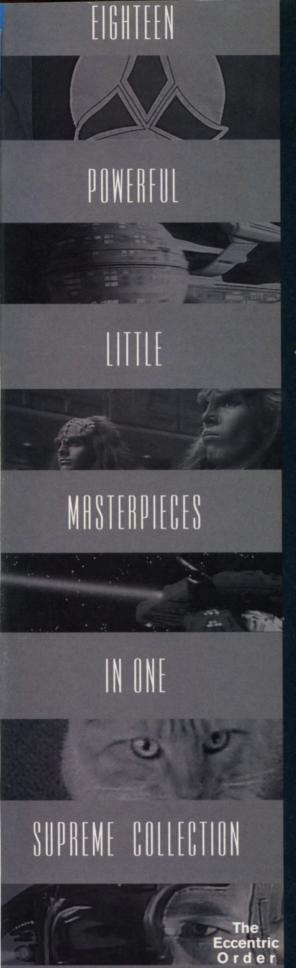
- 100 Price Guide Intro 101 Magic Price Guide
- 110 CCG Price Guide
- 114 **Players Guide Intro**
- Magic: The Gathering Players Guide 116





CONTESTS Enter & Win!

- 62 Dead Man's Hand Complete the Magic puzzle and win a box of Tempest!
- 74 Shadowrun Security Find the hidden clues in this issue, hack the code and win a complete set of Shadowrun!
- 90 Stop the Aberrants! Pick out the six Aeon psions and win a year's supply of Aeon products!
- 98 Christmas Wish List Identify the 12 presents under our tree and win 'em all!





Presents





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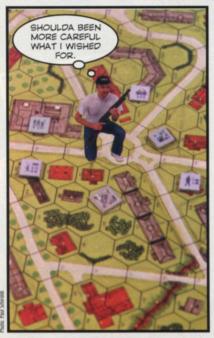
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BEHIND the LINES

Wishes & Fishes



dmit it. You made a Christmas wish list. A dmit it. You made a constant
You may not have posted it to the North Pole, but you made one.

I stopped attaching stamps to mine a few years back; heck, nowadays I don't even write them down anymore, but I still make 'em in my head. This being the land of plenty and all, I don't wish for things so much as I wish for intangibles like these:

- I wish I could always remember to play cards in the proper order in Magic—creatures after Wrath of God.
- I wish I could solve even the most devious "Dead Man's Hand" Jeff Hannes comes up with-in 30 seconds!
- · And I wish I had a picture of Jeff's face after I solved several in a row.
- · I wish gaming was found to be good physical exercise and I'd get to produce "Jane Fonda's Magic Workout" video-even better, "Tia Carrere's Magic Workout" video.
- I wish folks in the game industry would lighten up. The fact that some games suck created quite a stir this year when InQuest put names to a slew of games that were illconceived or poorly executed: Precedence Publishing pouted, Myrmidon was miffed, Wingnut wounded, Imajica incensed and Raven (as in C.S. McCracken) wrote of retribution. Talk about killing the messenger. You made a lousy game. Get over it.

- · I wish AOL worked as advertised.
- I wish people would stop giving Apple Computers money so they'd go out of business and InQuest would get real PCs.
- I wish I'd rolled snakeyes on my last roll during the finals of the Kansas City ASL tournament.
- · I wish my eyes didn't hurt after staring at Civilization for 20 straight hours.
- I wish I'd never played I.E.D. and used the time for something fun.
- I wish my neighbors were all gamers and that they felt like playing whenever I did, even late at night.
- I wish everyone bought two copies of this issue of InQuest and wrote in to say it was because of the new managing editor.
- I wish I had a hammer. Not for hammering all day; I'm thinking a solid-gold sledgehammer so heavy it takes a forklift to move.
- Right now, I wish I didn't have to come up with something to do with fish so the headline makes sense.
- I wish I hadn't spent most of my life playing games and had concentrated on that engineering degree so I could move out of the garage and be part of the "real world." Yeah, right.;)

Hope you all had a great year and find plenty of good games under the tree/candleholder/whatever this holiday season!

VITAL STATISTICS: Tom Slizewski

tattoos unnatural holes in body tolerance for jerks

rice rocket The American kitty cat Association for the love of my life

siblings books written dozen eggs in fridge

hundred games in current collection parachute jumps sides in a triangle

the little elves who make *InQues*

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OLIDAY SPECIAL

Seasons greetings, fellow Floppers, Chuckers and Fluckers! Welcome to a special edition of "InQuisition." As the year closes, there's plenty on the minds of gamers: persecution by thinskinned religious nuts runs rampant and Wizards of the Coast threatens to eat the world. We figured we'd solicit letters from some of your industry favorites and get their opinions on the year gone by. Let's start off with someone you may know...

MONKEY RANCHER OF THE MONTH

I had a great year. My personal game design has moved away from standard trading card games, and I've been doing more work in board/card games, roleplaying games and network games. I think we'll see some of these next year. I'm happy not to be working on trading card games because six years and four published designs have left me looking for something different.

And, of course, I've been toying with some investments in monkey ranches.

Richard Garfield **Creator of Magic: The Gathering** Renton, WA

May I apply for a job as a cage cleaner?



BEELZEBUB'S TEA PARTY

1997 found games once again under attack. The fundamentalist Christians will never, never accept any game that has magic, demons and the like. These people will attack CCGs and RPGs with such elements forever. On the other hand, they will never buy one either. So the answer to their attacks is not to speak to them.

To effectively counter their narrow view of such games, publishers and game fans must speak to a wider audience. When the buzz words "Satanism" and "occultism" are removed, there is no substance to these attacks. A compare-and-contrast treatment might serve. For instance, you might define "occultism" using the detractors' own terminology, then compare and contrast that definition to the games under attack. What is "hidden" in these games? Do they employ real magic? Or do they "magically" entertain millions of bright young people? The answers are clear, and the attacks can be shown for what they are: pure rubbish intellectually foolish arguments.

I also wonder why publishers haven't brought forth the studiesthere are three that I know of-that show the incidence of violent antisocial behavior among teenage RPG players is perhaps 100-400 percent less frequent that the general teenage population. That seems to me a very telling thing.

Gary Gygax Co-creator, Dungeons & Dragons Lake Geneva, WI

There's a word for a person who believes CCGs and RPGs are dangerous, but I can't quite remember what it is. Lemme check the dictionary..."nickel"..."nitrogen"... oh. here it is: "nitwit."

The efforts at curbing or banning CCGs and RPGs are primarily put forward by

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to IQPenPals@aol.com or mail it to us at: I.Q. Pen Pals, c/o InQuest, 151 Wells Ave., Congers, NY 10920. Make a friend!

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ANDRE THEODORE

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Age: 13 Sex: Male HCO4 Box 9138A Palmer, AK 99645 E-mail: weavers@corecom.net Likes: Magic, Middle-earth

SISSIE FEES

Age: 14 Sex: Female 510 C Street NW, Apt 28 Ephrata, WA 98823-2404 Likes: Magic, AD&D

people with very real concernspeople who are genuinely worried about their young people. However, our mass media tries to convince us that any problem can be completely understood in a three-minute television segment. Thus, I believe people have begun looking for quick and simple answers to their problems, and-more often than not-quick and simple targets on which to lay the ills of our complex society. This doesn't mean their concerns aren't valid; it just means they're looking for easy targets to blame. It is important that we reach out to these people and their real concerns rather than try to circle the wagons against them.

If there are people out there angered about RPGs, then we are doing something wrong in our games. The truth is, they should be concerned about RPGs. The things that happen in our games aren't "just pretend," but actually influence the way we think and act in our lives. We need to be responsible for what happens in our games, insuring that they reflect the morals and ethics we live by. And if we don't have morals and ethics, then we need to seriously re-evaluate our lives.

Tracy Hickman Co-writer of "Dragonlance" series St. George, UT

True. But I don't find self-righteous opportunists who crap all over RPGs to be particularly ethical, either. Hey, wait a sec, someone heard us talking to Tracy...

I would like to see more about Tracy Hickman in your magazine. She is my favorite writer. I bet she is a babe.

Trent Smith Chicago, IL

Well, you're wrong about the gender—"she's" a guy. But you're right about the babe part. Now, back to the God Squad.

Why is it that religious groups are quick to condemn games with references to the occult, but take no issue when small appliances make similar references? I thought of this while vacuuming with my Dirt Devil.

Jerry Martin Longmeadow, MA

And what about Hellman's Mayonnaise? Or Hamburger Hell-per?

FUTURE OF ROLEPLAYING?

I believe the number of roleplayers in five years will be 10 times as big as it is now. Most of those roleplayers will be doing it online though. The Internet can solve the big problems of gaming: finding opponents and making gamemastering easier by helping with bookkeeping, setting up adventures and running combat. Roleplaying companies need to expand the scope of their business to encompass online environments. Eventually, publishing books will be only a small part of the RPG business.

The Internet will make roleplaying accessible to a mass market. They won't be called "roleplaying games" perhaps, but we'll know them when we see them.

Steve Peterson Co-founder, Hero Games Aptos, CA

I've found it's much easier to attract players to an online gaming session if you identify yourself as a cheerleader.

TSR OF THE COAST

As someone who's written and worked for TSR quite a bit, I think WotC's purchase of TSR is a good thing. TSR killed off a lot of their best ideas before they had a chance to bloom. Of course, WotC's done the same thing. Maybe given their much broader fan base and their growing marketing muscle, WotC will let some new products shine through.

What everyone's really worried about is the effect all this will have on the distributors. Conventional wisdom is that most will go under. Unfortunately, since distributors rarely pay their bills, they'll

KITTY LETTER

AWARDED EACH MONTH TO A LETTER THAT TICKLED OUR FANCY FOR NO APPARENT REASON.



Gaming being targeted by religious freaks is only going to increase as the millennium approaches and more people realize that the American Dream consists of finding someone with too much money and suing them. Now that Wizards of the Goast is the industry, I'm hoping they have the chutzpah to countersue those Bible-biters. Sue them for slander or defamation of character or restraint of trade or white slavery or whatever. Wot'C has millions of dollars at their disposal, so they can crush those [expletive deleted] like ants. Impound their property! Garnish their wages! Have them audited! Wot'C has the money—they'll win!

Three-year-old children know that's how it works in this country so WotC should use their power for the greater good, and make sure that every single one of these self-appointed bargain-basement Torquemada's ruination is covered extensively by the media. I want to see follow-up stories that show them swilling gin as their children are being taken away and how they have to live in dumpsters and bite the heads off chickens for a living.

Anyway, as for non-industry fun, the best time I had all year was going to China and walking on the Great Wall. Also, we redecorated our bedroom.

Phil Foglio Seattle, WA

Phil designed the adults-only XXXenophile CCG, which means he can legitimately claim his bedroom as a business expense.

THOMAS LEWIS

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MORE LETTERS

likely drag a lot of game companies down with them.

Shane Lacy Hensley Designer, Deadlands Blacksburg, VA

If the game biz goes down the tubes, I hear they might be hiring at Garfield's Monkey Ranch.

My reaction to TSR becoming part of WotC? It is a blow to competition. It is tough on a lot of good people faced with uprooting their lives in Wisconsin. And it means TSR may now be subject to a different attitude. On the other hand, we would all be hurting if TSR was gone forever.

Actually, I was more saddened to hear of WotC picking up Five Rings Publishing. Here was a small company doing well with good material, and now they are no longer providing healthy competition. Come on, you guys, doesn't the word "monopoly" mean anything to you? To me, it is a sign that the infection of big business greed has really beset our industry.

Randy Asplund-Faith Fantasy artist Ann Arbor, MI

It's always disconcerting to see the big fish gobbling up the little fish. Still, there seems to be an ample supply of the little fellers. Why, here comes one now...

DECLARATION OF INDEPENDENTS

Most people never get to live out their dreams, which is why I'm happy to get my chance. I've spent the last few years investing countless 70+ hour work weeks, lots of mental stress and \$40,000 into my little independent game company—all with the potential for financial ruin. But I wouldn't give up the opportunity for anything. My company's first roleplaying system, The Everlasting, just had its first release. The adventure of breaking into the industry is both wonderful and scary.

When I look at the RPG industry, I see a lot of good products, but I also see a reluctance among big companies to change and improve. Consequently, RPGs have remained essentially the same since their inception. I think the problem lies in the fact that most big companies do not properly respect and reward creative people. Few big companies are

risk-takers; they've sewn up their niche in the market, leading them to turn out more of the same kinds of material. Fortunately, the market is composed mostly of open-minded consumers, some of whom will give games by small companies a chance.

Steven Brown President, Visionary **Entertainment Studio** La Grange, GA

For your sake, I hope you're right. But it never ceases to amaze me how many big, brave players are too chicken to take a chance on a new game. Cluck, cluck, cluck...!

DEAR DIARY

December 31, 1996

Finished Soulforge, my latest book, and sent the manuscript to TSR. Editors can't read it because electricity has been shut off. Sending flashlight.

March 15, 1997

Called TSR to find out if they're ever going to pay for Soulforge. No one in accounting can come to the phone. They're learning to play Magic. Sending attorneys.

April 1, 1997

Called TSR to find out if they'll return Soulforge. Peter Adkison answers the phone. Says he was just passing by and heard it ringing. Sending someone out to buy Magic.

January 1, 1998

Called TSR. "Sorry, your call cannot be completed as dialed..." Sending flowers.

Margaret Weis Co-writer of "Dragonlance" series Williams Bay, WI

Black Lotuses, perhaps?

SHOWDOWN

Rick Swine (I refuse to call you Swan, because it's such a girlie name. I mean, who would use a member of the duck family as a last name?), what's really on my mind are all those no-name CCGs that no one plays like Sim City. There are about four decent CCGs-Magic being the best of all—with the rest being pitiful excuses for kitty litter. Too many leeches are trying to get rich.

By the way, I love your humorous letters to different places ("In Search of..."). Do you really send them? Or are they just made up?

Timmy Mitchell Wilmington, DE

IN SEARCH OF.

Christmas Presents



RICK SWAN SEEKS REAL ANSWERS TO STUPID OUESTIONS

TO: Santa Claus c/o Old Orchard Mall. Skokie, IL

FROM: Ricky Swan, good little boy

Dear Santa

For Christmas, I want a Fifth Edition Magic set, a bag of Dragon Dice, an extra-large flea collar for my cat Cow Nose and, most of all, a Mox Booger. I have been very good.

Yours truly, **Ricky Swan**

Thanks for your letter, Ricky. Judging by the number of letters I've gotten already, this looks like it could be the biggest Christmas ever! Everyone here at the North Pole is very busy. We've had to hire 50 new elves just to keep up. Well, I better get back to work on those presents. Mrs. Claus and the elves say hello. I'll be looking forward to having milk and cookies at your house again this year.

Your friend, Santa Claus

P.S. Cow Nose is a funny name for a cat!



TO BOLDLY GO WHERE NO HAS GONE





















































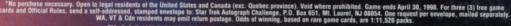


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MORE LETTERS

They're real. I, however, am fictitious. And don't make fun of my name, "Timmy."

BLACK LUNG DEPT.

The settlement with Big Tobacco means that no cigarettes may be sold in vending machines. Hey, aren't *Magic* starter decks about the same size?

Stanley Rexwinkle Coffeyville, KS

We at InQuest discourage the smoking of Magic decks except for medicinal purposes. Y'know, Stanley, it's damn irritating this Timmy Mitchell person has the audacity to make fun of me. I think I'll go kick his ass. Be right back....

LAME NAMES

What's with the names of *Magic* cards these days? I mean, they've been stupid since at least *Mirage*, what with names like Kyscu Drake and Telim'Tor (an anagram for Mr. Toilet). But with the release of *Visions* and *Weatherlight*, they've gotten stupid to the point of confusion.

There are now six cards that start with Infernal (Contract, Darkness, Denizen, Harvest, Tribute and Medusa). There are also five Psychic cards. Green has too many Llanowar cards. White has all those Kjeldoran cards that nobody can pronounce.

I have a new system for naming *Magic* cards. On the following table, just pick a random word from the left and match it up with a random word from the right.

Infernal Ward Psychic Retribution Phantasmal Charm Gaia's Tutor Kjeldoran Crypt Necro Memories Ancestral Minion Forbidden Djinn

Ned Vizzini Brooklyn, NY

Heh, heh...turns out Timmy's a 200-pound high school linebacker with a mighty impressive collection of tire irons. No offense there, Timmy old buddy, and sorry I bled all over your carpet.

Remember: On Christmas Eve, if you hear reindeer feet on your rooftop, it's probably just me in a Rudolph suit trying to break into your house. See ya next month! And Happy New Year!

SEND YER LETTERS TO: InQuestMag@aol.com or INOUISITION

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Include your full name, mailing address and phone number in all letters. Some letters may be edited for space and clarity.

CARD CREATIONS

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DIVINE BALANCE

MAGIC: THE GATHERING CARD

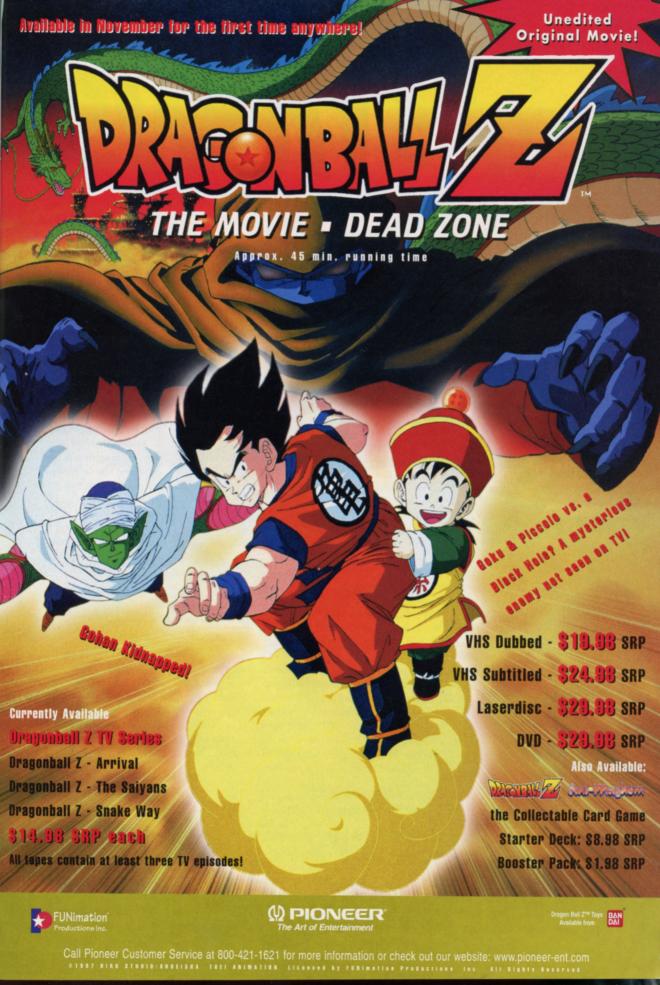
Jaime Lombardo, Wycliffe, OH



TEST WINNERS

- We're all green with envy for Saint Hung from Scarsdale, New York. He showed his true colors by defeating the "Color Forms" Dead Man's Hand from issue #29. As a result, he will receive a box of *Portal*—truly a blue-ribbon prize.
- The picnic's over...but it's Springfield, Virginia's Molly Knudsen that really cleans up. She will take home all that gaming gear for solving the *IQ* Picnic contest from issue #29.





16US

NSDE PECIAL REPORT: Year In Review. Page 14.





Ultimate Online. Page 18.

- X-Files CCG Dead. Page 20.
- Games People Read. Page 22.
- NEW! 10 Confidential. Page 23.

WotC Seeks to License All CCGs

After being granted a patent on its Magic: The Gathering collectible card game, Wizards of the Coast announced a licensing program to permit others to use its patented play methodsfor a price.

WotC's official announcement states that "Wizards of the Coast believes in the free flow of ideas and the continued growth of the game business. But the ability to be compensated by others who incorporate our patented method of play is also important."

"We're not planning on suing anyone. We're not out to hurt the industry, but we want to be fair," states Group PR Managager Carol Rogalski. "Had we just ignored it, there would have been no reason to get a patent."

Following the announcement, 11-page license agreements were sent out to companies that had released card games in the last year or who had games that WotC's legal department thought may "read" on the patent. "I can't comment on specific games, but we wanted to put people on notice and have them make an evaluation. To begin a dialogue," said Brian Lewis, associate general counsel at WotC.

The agreement calls for companies who use the patented methods of play to pay royalties of three to five percent based on net sales. While the first \$500,000 in sales are royalty-free and WotC has announced that it won't seek retroactive royalties from companies which sign up by year's end, the license agreement contains provisions granting WotC a large measure of control over the licensed game.

Among these are provisions banning the



licensee from offering premiums to magazines like InQuest, the right to examine licensee's financial records at any time and the right for WotC to buy all inventory of a licensed game after the license expires for the lower of "cost" or fair market value.

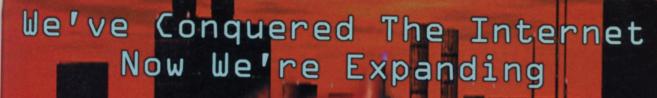
As of early November, only Harper/Prism had signed the license. None of the other companies contacted by InQuest-and potentially affected by the patent-were willing to comment on the record what actions they would take.

Card games licensed from WotC will have to feature this patent notice.

As to what WotC feels would constitute a violation, Lewis said, "there are three independent clauses. If [a game] uses any one of those, you violate the patent." Lewis declined to summarize the three "independent clauses" but they cover the things that make CCGs unique libraries, tapping, deck building, turn sequence, etc.

"Not every CCG will be in violation. We will thoroughly examine each game seperately. There are trading card games that don't infringe the patent," Lewis said. He cited Black Dragon Press' Dragon Storm as not being in violation. "While it's fairly clear their Tempest of the Gods reads on the patent," he said.

Lewis would not comment on how aggressively WotC will enforce what it deems as patent violations. "I think the basic structure of the license fee is intended to allow for a lot of games on the market with negligible effect on the industry," he said. "We still want creativity to flourish." Tom Slizewski







An Expansion for the Internet's #1 Collectible Card Game



Free Software Available Now At

www.ChronX.com

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STATE OF THE INDUSTRY

1997: Year of the Wizard

As the new year approaches, gaming professionals have one question on their minds: Is what's good for Wizards of the Coast good for gaming?

That issue, once merely important, now appears crucial because WotC was at the center of most of 1997's big gaming news. WotC expanded aggressively in the spring, first acquiring the great granddaddy of gaming, TSR, publishers of *Dungeons & Dragons*, then Five Rings Publishing. In the summer, WotC opened its Game Center, a lavish Seattle retail store and entertainment center. And this fall, WotC was awarded a patent for collectible card games.

Now, the Seattle company controls the leading collectible card and roleplaying games and represents 60 to 80 percent of game sales.

"The potential for an economic move that benefits WotC but not the industry is apparent," said Wargames West Chief Executive Officer Wayne Godfrey. His distribution company

isn't nervous, though. "We have confidence in the judgment of the WotC management."

Although TSR's publishing hiatus meant market gains for its biggest competitors like White Wolf and FASA, many welcome TSR's recovery. "For TSR to just disappear overnight and stop shipping product, as they did, is just so disastrous for the industry that everybody gets hurt," said White Wolf's president, Stephan Wieck.

But by resurrecting TSR and returning its most celebrated creators to the fold, WotC hasn't guaranteed itself megasales. Observers are watching how the company integrates its acquisition and how it nurtures *D&D*, which WotC has said will feature more mature themes.

Wieck worries about the latter change. "I think it does the industry a disservice because most gamers start with D&D and then graduate up to a different game" such as White Wolf's own offerings, he said.

HIGHLIGHTS OF THE YEAR IN GAMING

JANUARY

Star Trek: TNG Collectible Dice Game; Star Trek: TNG CCG Introductory Two Player Game; Mythos: The Dreamlands



JULY

Imajica CCG; Dragon Dice CD-ROM; Princess Ryan's Star Marines; Blue



FEBRUARY

AUGUST

In Nomine;
MTG: Visions
IN NOMINE

MAGIC

The Characteristics

The Nomine of the Control of the Characteristics

The Nomine of the Characterist

The Nomine

MARCH

Dark Eden; Justice League OverPower; L5R: Crimson & Jade; Magic: TG Computer Game: Magic:TG 5th Edition; Delta Green for Call of Cthulhu



SEPTEMBER

L5R: Time of the Void



Titan: The Arena; Changeling 2nd Ed.;



14 INQUEST 33

SPECIAL REPORT

Another thing that troubles Wieck is the combination of TSR, one of the few gaming companies that actively pursued copyright and trademark protection, and WotC, which obtained its CCG patent in September. Wieck calls the patent a good business move but frets about its consequences.

According to Godfrey, WotC's CCG licenses probably won't hurt small publishers. "But you can understand my concern [about] one entity licensing all entities in the market," he said. "If that's not handled in a very supportive manner, it could reduce the number of card games." HarperPrism, which has distributed Magic cards and books for WotC, will license its Aliens/Predator and Imajica CCGs from WotC. Other manufacturers could sign licenses, fight the patent in court, ignore the patent, change their games' mechanics or drop their CCGs altogether.

The future of game distribution is also uncertain. Some of that has to do with WotC's distribution strategy, which is still being decided. WotC could sell its own product directly, perhaps through a chain of Game Center stores. And while most gamers ignore such business dealings, they can have a huge affect on consumers. "If Wizards of the Coast did go direct, the end result... would be disastrous," endangering distributors and those manufacturers that rely on them, Wieck said. Hobbyists might then "see some of their favorite companies go the way of the dodo bird. And their local corner retailer may also not fare so well." Marvel Comics went the direct sales route and went bankrupt; most industry insiders hope WotC has learned this lesson and doesn't try to repeat it.

On the bright side, gaming seems to be gaining greater mainstream acceptance. Wieck, whose company fielded media attention last spring because vampire-adoring teenage murder suspects had played a White Wolf game, noted that gaming was "slowly overcoming" negative allegations leveled against it. "There's a lot more awareness of what the hobby is," he said. Ironically, some of the credit for that goes to Pat Pulling, founder of Bothered About Dungeons & Dragons (BADD), who died this fall. "Because of [her] charges, we had to grow up," says game designer and novelist Michael Stackpole. Gaming became more businesslike, he noted, establishing the foundation for big successes like WotC. "By doing what she did, she probably guaranteed that an industry she hated would flourish forever." Matthew E. Milliken

APRIL

Charnel Houses of Europe: The Shoah; Cthulhu Live: Star Wars CCG: Dagobah: BattleTech CCG: Counterstrike; Warhammer: Epic 40,000; Champions:



MAY

Corporate Shuffle; Chron X online CCG: 101361 X-Files expansion



JUNE

Magic: Portal; Middle-earth: Lidless Eve: Werewolf: The Wild West: MTG: Weatherlight; Monumental OverPower;

Men in Black RPG: L5R RPG





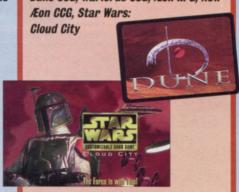
OCTOBER

Zero RPG; Vampire:TM CD-ROM; Classic OverPower: Magic:TG Tempest



NOVEMBER

Dune CCG; Warlords CCG; Æon RPG; New Æon CCG. Star Wars:



DECEMBER

Check out this month's "Releases"



PRO TOUR CHICAGO

Randy Buehler's Day Off

e wasn't joy-riding a Porsche, taking in a baseball game at Wrigley Field or skipping school, but 25-year-old graduate student Randy Buehler, the only first-timer in the top eight at Pro Tour Chicago, was winning at *Magic*. In fact, he captured the \$25,000 top prize. Not bad considering his opponents all had Pro Tour experience and half had played in seven or more.

"It takes a lot of work, but you can do it. It's sappy to say, but that's what it comes down to," said Buehler, a graduate student from Pittsburgh.

Pro Tour Chicago was the first to use the new Extended format, which allows cards from the Revised Edition and *The Dark* expansion forward. Dual lands were everywhere, and most decks blurred the edges of traditional categories by adding premium off-color spells.

This Pro Tour also had the biggest field ever, 324 people, as everyone with invitations from the Pro Tour Junior division was transferred when WotC replaced it with the Junior Superseries. This meant that players had to go 5-1-1 or better in Friday's matches to guarantee themselves a place in the top 64. The competition was intense and many high-ranked favorites fell early: The 1996-97 player of the year, Paul McCabe, finished dead last.

Another big difference was due to a change in prize structure. Instead of each block of finishers getting the same payout, every place now gets a different prize. Because of this, there were almost no intentional draws or drop-outs Saturday.

Pairings for the finals were seeded:1 played 8, 2 played 7, etc. This resulted in two matches where opponents were playing similar deck types. Both of these matches were very close and went to the 5th game. The other two quarterfinals were one-sided, with Finkel and Suver each winning 3-0. The semifinals were almost as one-sided, as Mills' Frenetic Efreets repeatedly crushed Finkel before he could get his lock, and Buehler's early Necropotence card advantage triumphed over Suver's big blue.

The finals were decided in the fourth duel, with Buehler up two to one. Mills got the early jump with a second-turn Dwarven Miner while Buehler had no Terror. Buehler sat with two Swamps, two Lakes of the Dead, a Necropotence and a Drain Life in hand, unable to play a Lake for fear of the Miner, and unable to draw another Swamp. He kept drawing and casting pump-knights, as Mills put out a Frenetic Efreet and a Wildfire Emissary and started the beat-down. After he had four pump-knights in play, Buehler started attacking; the Emissary ate one knight per turn. As the Frenetic Efreet kept attacking, Buehler's life whittled away:18-14, 11-14, 11-12, 6-12, 6-10. With only 2 knights left, Buehler attacked with them. Mills had a Lightning Bolt in hand and saw victory on his next turn from a Frenetic Efreet, pumped Emissary and Bolt, so he again

Winning Deck: Firestorm Necro

RIACK

- **4 Demonic Consultation**
- 4 Drain Life
- 4 Hymn to Tourach
- 1 Ihsan's Shade
- 4 Knight of Stromgald
- 4 Necropotence
- 4 Order of the Ebon Hand

RED

- 2 Firestorm
- 2 Incinerate
- **4 Lightning Bolt**

WHITE

3 Disenchant

LAND

- 2 Bad River
- 4 Badlands

- **3 Gemstone Mine**
- 3 Lake of the Dead
- 4 Scrublands
- 8 Swamp

SIDEBOARD

- 2 COP: Black
- 1 Disenchant
- 1 Firestorm
- **3 Honorable Passage**
- 2 Mind Warp
- **3 Pyroblast**
- 3 Terror



It's hard to capture the excitement of a Magic duel on film.

The Top 8

Randy Buehler Age 25 Pittsburgh, PA

David Mills Age 24 Charlottesville, VA Jon Finkel Age 19 Fanwood, NJ

Max Suver Age 17 Seattle, WA

Adrian Sayers Age 20 Austin, TX Justin Schneider Age 16 Baltimore, MD

Kyle Rose Age 17 Chester, VA

Olle Rade Age 18 Gothenburg, Sweden killed one knight with the Emissary and let the other through.

Buehler then tapped both his Swamps, played Lake of the Dead, tapped it and sacrificed a Swamp to cast a Drain Life for four!

"I just wasn't thinking about Lake-Drain," Mills admitted afterwards. "I was thinking about red, I just wasn't thinking about black damage for some reason. I was just silly."

Buehler hadn't really expected his play to work. "It was a slim chance. But what the hell, if the low-percentage shot is the only way you can win a game, you take the low-percentage shot," he said.

Beth "Beth Mo" Moursund

Fantasy's Popularity Spreads to Comics

Top-notch comic book artists, Marc Silvestri, Jim Lee and Joe Madureira (the equivalent to Larry Elmore, Fred Fields and Brom in the fantasy industry) are finding inspiration and renewed interest in their childhood love of *Dungeons & Dragons* and fantasy-based video games.

Silvestri owns Top Cow comics and has based the foundation and success of his company on supernatural based premises. Top Cow's hottest titles, *Witchblade* and *The Darkness*, revolve around the fight between forces representing chaos and order. Both titles rank in the top 15 in sales and their newest title in this realm, *Ascension*, premiered in the top 10.

Meanwhile, Lee, probably today's hottest comic artist, has focused his new creator-owned comic *Divine Right* on the rift between Heaven and Hell. "I love fantasy stuff," said Lee. "I grew up on it and now want to give something back to the genre." He believes, "If infused with superhero-like stories, strict fantasy can re-emerge in comics."

In perhaps the biggest move to fantasy themed comics, the super-popular Madureira recently left the #1 selling comic *Uncanny X-Men* to produce his own title *Battle Chasers*, a fan-



tasy adventure being likened to *Dungeons & Dragons* meets *Final Fantasy VII. Battle Chasers* will debut in April, 1998. Why did Madureira make the move? "Since I was a kid, I was into 'Dark Crystal,' *D&D* and the like," he said.

How far this trend will go is impossible to tell, but kids reading fantasy comics at a young age can only be good for gaming.

Matthew Senreich

Godmother Night at World Fantasy Awards

Rachel Pollack's Godmother Night —a magic-realist fairytale of lesbian love and bargains with Death—won the 1997 World Fantasy Award (WFA) for best novel.

Presented at the World Fantasy Convention, held in November at the International Hotel in Docklands, London, the awards are chosen by expert judges in the field and have been presented annually since 1975. This year the program had a strong "vampire" theme to commemorate the centenary of Dracula and it lent an appropriate air to the goings on.

"I'm delighted," said Pollack after winning, firmly adding: "It's not the third volume of a trilogy." Her two previous acclaimed fantasies, *Unquenchable Fire* and *Temporary Agency* have another setting.

Other awards also emphasized that fantasy contains much more than Tolkien imitations. Jonathan Lethem's *The Wall of the Sky, the Wall of the Eye* was published as science fiction. So was *Starlight 1*, whose beaming editor, Patrick Nielsen Hayden, cried, "I still can't believe this!" The biggest milestone, however, was James Blaylock's "Thirteen Phantasms," the first WFA winner published only on the web.

The WFA trophy is a spectacularly ugly head of horror author H.P. Lovecraft, designed by the macabre cartoonist Gahan Wilson. **David Langlord**

1997 WORLD FANTASY AWARDS WINNERS

Novel: Godmother Night by Rachel Pollack (St Martin's Press).

Novella: A City in Winter by Mark Helprin; illustrator Chris Van Allsburg (Viking). Evocative children's story which sequels this team's retelling of "Swan Lake."

Short Story: "Thirteen Phantasms" by James P Blaylock (Omni Online 10/96). Gentle nostalgia as a fantasy reader makes timeslip contact with fellow-fans in 1947.

(Tor). Eclectic mix of SF and historical fantasies. Collection: The Wall of the Sky, The Wall of the Eye by Jonathan Lethem (Harcourt Brace). Seven stories of SF shading into eccentric surrealism.

Artist: Moebius. Pseudonym of Jean Giraud, who made French comic strips into high art.

Lifetime Achievement: Madeleine L'Engle.
Celebrated author of many children's books.

Anthology: Starlight 1. Patrick Nielsen Hayden

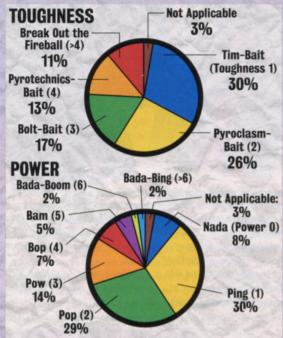
WE LOOKED IT UP



Armageddon • 1. Hebrew for "Hill of Megiddo." The Bible predicts that evil kings will lead humanity to war against God at the Palestinian city of Megiddo, which is now in Israel, 10 miles south of Haifa. Here an angel pours out a vial of "the wrath of God," causing a great earthquake: "And every island fled away, and the mountains were not found." 2. A white Magic sorcery that destroys all lands in play. 3. What a hillbilly says when he's about to leave the room.

MAGIC DISSECTED

So You Think You're Bad?



1161 creatures including Tempest. The names are purely for fun. No allowances were made for protection, untargetable effects or damage-prevention/negation/redirection.

InQuiring Minds Want to Know...



Why hasn't Cow Nose been brought in to lead the counterattack on this "horrifying assault by millions of disease-infested, revenge-seeking rats?"

Why do rats seek revenge? How many rodents make a rampage? According to the tabloid Sun, "Frightened people are saying the rats are getting revenge for years of being lab experiments. There's more coming in all the time. It's as if they fully intend to invade [New York] city and join their comrades already here."

See what a reporter with a tight deadline, a pepperoni and anchovy pizza and "Ben" on the late-late-late show can produce.

news

Ultimate Online?

O-Day" has finally come.

"UO" stands for Ultima Online and the "day" was when its producer, Origin, shipped out the first copies of this most-eagerly awaited release. What's so great about Ultima Online? Isn't it just another online fantasy RPG? Sure, and Magic is just another card game.

More than 25,000 gamers ranging in age from 12 to 60 paid for the chance to put the game through its paces over the last four month's beta test. The mythical land of Britannia, setting for eight previous incarnations of Ultima, is now a vast richly textured world on the Internet. "For the first time in gaming history," according to UO creator Richard Garriott, "thousands of players can inhabit the same virtual world at the same time, cooperating and competing just like in real life." Britannia fills more than 189 million square feet of computer-generated terrain, from pasture to jungle to ocean. It's so big, you'll need nearly 10 hours-real timeto walk from one end of the main continent to the other!

Play a blacksmith, alchemist, bard or fisherman, a sage or a swordsmaster. Open a shop, join a Guild, meet other adventurers—players can choose from 44 unique skills, and mages can choose from 64 different spells. Whatever you choose, just remember your actions have consequences. According to Teresa Potts, Origin Media Relations Associate, "If the players kill off all the deer in one area where a dragon lives, then the dragon has nothing to eat and has to move to a new place"—maybe your home town.



Ultima Online's richly textured world takes 10 hours—real time—to walk across.

To play Ultima Online you'll need Windows'95 and at least a Pentium 90 processor with 16 MB RAM, 14.4 modem, 4x CD-ROM, PCI video card with 1MB, and a 16-bit sound card. You'll also need 100 MB hard drive space and the UO software (\$65). Got it? Then log onto the Ultima Online website at (http://www.ultimaonline.com). There's a flat charge of \$9.95/month for unlimited gameplay, but your

"The thing about this game," Potts said, "is that it's never going to be finished. We're always going to be putting new stuff into it." Charlene Brusso

DEATH IS NO LONGER SILENT

DECOMPRESSION

X-DCOM

From the universe of SILENT DEAT comes a more personal way to die

WARNING: X-DCOM IMMINENT

FULL DECOMPRESSION OCCURS THIS WINTER



MAN TO MAN COMBAT IN THE NEXT MILLENNIUM





BEST SELLERS

TOP 10 CCGS

- 1. Magic: The Gathering
- 2. Star Wars
- 3. Legend of the Five Rings
- 4. Star Trek
- 5. BattleTech
- 6. OverPower
- 7. Middle-earth
- 8. Spellfire
- 9. X-Files"
- 10. Shadowrun

TOP 10 RPGS

- 1. Advanced Dungeons & Dragons
- 2. Rifts
- 3. Vampire: The Masquerade
- 4. Star Wars: The RPG
- 5. Werewolf: The Apocalypse
- 6. Shadowrun
- 7. Deadlands
- 8. Mage: The Ascension
- 9. GURPS
- 10. Heavy Gear



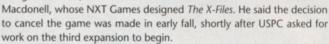
news

The Truth is: X-Files CCG Dead

ffit's an excellent license that didn't meet our expectations," said Doug Wilson, United States Playing Card Company's Director of Collector Card Games, explaining the cancellation of the The X-Files CCG. Wizards of the Coast's CCG patent did not influence the decision. "It was a volume-related issue," he said.

Wilson wouldn't specify what the company would do with the remaining cards in stock. But only one staffer remains to "support" the game.

"Everybody was sad" about the game's fate, said Duncan



NXT Games too was forced to lay off employees and has moved to Maryland—partly for family reasons—and switched to designing computer games. Though NXT's X-Files and sports CCGs, Red Zone and Top of the Order, were all short-lived, Macdonell noted optimistically that most designs are never published at all. "I'm happy with the games and looking forward to the games we're going to make," he said. Matthew E. Milliken



BLAST FROM THE

A LOOK AT INQUEST'S FAVORITE CLASSIC GAMES

NAME: BATTLE OF FIVE ARMIES

ORIGIN: Iron Crown Enterprises, 1984

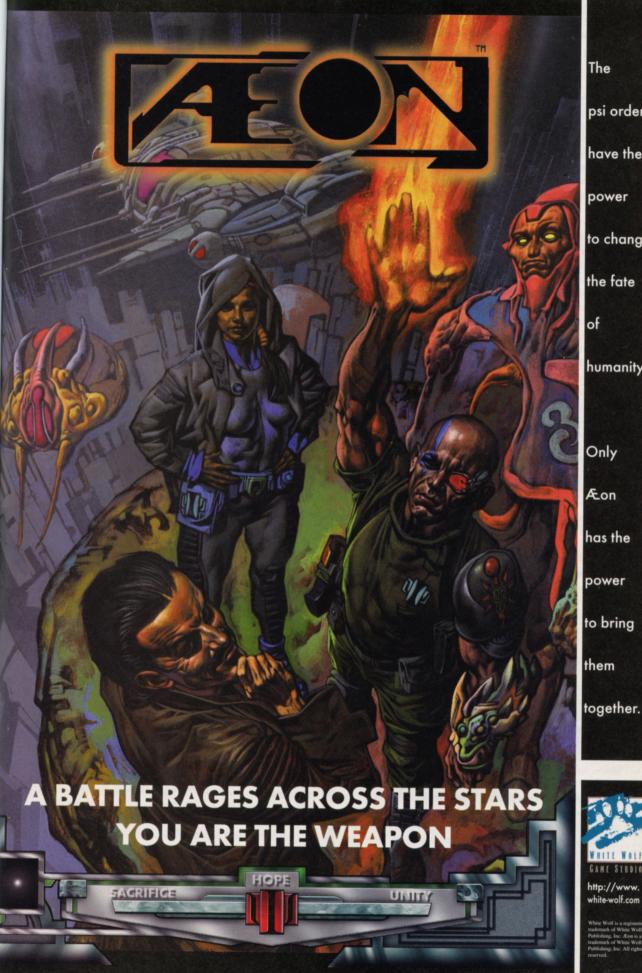
TYPE: Fantasy board wargame

CONCEPT: Two player game which faithfully simulates the battle between the free peoples and goblins and wargs following the death of the dragon Smaug, as detailed in J.R.R.Tolkien's book "The Hobbit."

LEGACY: An unusual licensed product in that it is truly a good game and not just for Tolkien devotees. Game play is always exciting due to the partially random play sequence. On some turns, players may choose their actions; on others, action chits are drawn randomly. Each chit allows a player to either move troops, fight hand-to-hand or fire missiles. Far from making the game a matter of luck, the uncertainty this introduces requires careful planning and preparation to maximize the effectiveness of your various unit types. Battle of Five Armies has great replay value and with neat optional rules serving to help one side or the other, play balance is easily achieved.

AVAILABILITY: Hard to find and usually expensive even at used game auctions. Note: Two other games have the same title, but these were not authorized by the Tolkien estate and are completely different games.
Chris Ebeler





The psi orders have the power to change the fate humanity. Only Æon has the power to bring



http://www. white-wolf.com

NEWS BITES "Got my nose!"

 Deaipher's Star Trek: First Contact CCG expansion, due in stores this month, will feature new packaging. The wrappers will depict an image of the Borg Queen instead of just the blue and silver logo of past boosters.

 Decipher's Star Wars CCG expansion Return of the Jedi: Tatooine has been retitled Jabba's Palace. The set follows the recently released Cloud City expansion, and is due for release in early '98. Cards in the set include Jabba, Jabba's Sail Barge, the Rancor, the Sarlacc Pit, Bib Fortuna, Gammorean Guards, and many other aliens of ill repute.

 Hasbro Interactive has released a CD-ROM version of Monopoly Star Wars, which features the voice of Anthony Daniels (C-3PO) as the host and intergalactic banker. Players can assume the role of eight different characters: Darth Vader, Luke Skywalker, Princess Leia, Han Solo, Chewbacca, Boba Fett, a Stormtrooper and R2-D2.

 Looney Labs has signed a deal with Iron Crown for a 2nd edition of its Fluxx card game. The new edition will feature snazzier cards and is scheduled to debut in Spring of '98. Looney Labs is working on its next card game, tentatively titled Aquarius.

 Look for White Wolf to announce a name change for its new **&on** sci-fi roleplaying game this month. Apparently Viacom/MTV felt the name was too similar to its animated sci-fi property "&on Flux."

Cactus Marketing has released a
Women of the Bible expansion for its
biblical CCG Redemption. Cactus is also
selling error cards and complete sets of
the expansion through its website.
(http://www.Redemption.com)

 Steve Jackson Games is developing a new edition of their Ogre miniatures game, as well as an all-new version of Car Wars 3D.

 The founder of BADD (Bothered About Dungeons and Dragons), Patricia
 Ann Pulling, died in mid-October of cancer.

Members of a Greenwich (Connecticut) High School Strategy Club were told to leave their plastic vampire teeth, black trench coats and face paint at home. The seven member club was considering asking the American Civil Liberties Union for guidance on what to do.

 Wizards of the Coast announced that Disney Sports, MCI and Yahoo will be added as corporate sponsors on the Magic Pro Tour circuit. "We feel that by adding sponsors from mainstream America we are showing the world that Magic is a legitimately intellectual game worthy of notice," according to David Hoppe, Director of Organized Play at Wizards of the Coast. "We want people to recognize Magic as a true sport with players that are deserving of respect."

• Gamescience, the company known for its varied and weird dice, is for sale. Owner and longtime industry stalwart Lou Zocchi is retiring and wants to find a home for his properties like the Zocchihedron 100-sided die and TWERPS (The World's Easiest Role Playing System) game.

• Microprose is developing X-COM: Interceptor, the fourth in its series of alien-fighting strategy games. Interceptor will feature the same strategic elements found in the first three X-COM games, and will add a new 3D, real-time, first-person action environment, a 3D, real-time, first-person flight simulator for fighting aliens in space and a multiplayer deathmatch mode.

 Sierra On-Line has acquired the rights to make games and interactive products based on "Babylon 5," and is developing a B5 flight simulator which sticks close to the look and feel of the TV series.

• Parroty Interactive, best known for their Myst parody Pyst, has released a spoof of "The X-Files" titled The X-Fools. The parody stars paranoid ex-FBI agents Mully and Sculder, guiding you through an assortment of games, puzzles, trivia, and satirical multimedia entertainment. (http://www.xfools.com)

 Horror novelist Yvonne Navarro is selling copies of her out-of-print, apocalyptic vampire novel Afterage on PC computer disk. The "book" costs S8, and can be ordered from: Yvonne Navarro, PO Box 808 Streamwood 11 60107-0808.

• The Sahara Hotel and Casino in Las Vegas has opened a Sahara **Speedworld** attraction, which lets you race in a 3/4 size Indy car with 23 others, alongside wraparound screens that immerse you in a racetrack environment.

• Star Trek fan documentary
"Trekkies" is currently making its way
around various festivals and "Star Trek" conventions. Directed by Roger Nygard, "Trekkies"
is narrated by Denise Crosby (Tasha Yar), and
features the cast from the original "Star Trek"
and its spin-off shows, as well as numerous
Trek fans. (http://www.trekdoc.com)
■ By Sean "ZENtertainment" Jordan



Games People Read

TSR never realized that its adventure books would lead to such big treasures.

It started 15 years ago, when interactive entertainment and hypertext fiction were all the rage—thanks not to computers but to books in which readers, by choosing actions and turning to the corresponding pages, shaped stories.

TSR was printing "Endless Quest," a line of pick-a-path books. "Those just blew off the shelves," recalled Mary Kirchoff, who wrote one big seller. Kirchoff, now executive editor of Wizards of the Coast/TSR's book publishing group, credits "Endless Quest" with establishing TSR as a publisher of books. "That's when the idea of doing full-length novels was born," she said.

In the mid-'80s, TSR released its first "Dragonlance" novels, based on the *Advanced Dungeons & Dragons* roleplaying game. They became best sellers. Today, several RPG publishers regularly publish game-oriented fiction, some of which sell more copies than the RPGs on which they're based. In fact, game-based books sell better than the average paperbacks from other genres.



Among TSR's lines, "Forgotten Realms" has the greatest crossover between gamers and readers. "Dragonlance" has attracted a large female audience, but relatively few of the novels' readers are RPG players.

According to Morton Weisman who oversees FASA's *BattleTech*, *Shadowrun* and revived *Earthdawn* novel lines, fiction provides "a much more detailed, richer and more colorful universe than most [players] can create on their own. We have a lot of people who read the books but don't play the games at all," Weisman said.

White Wolf publisher Stewart Wieck notes that "World of Darkness" novels attract interest from readers who want to learn more about the games on which the books are based. "We tried to do the same thing for genre fiction that I feel we did for games when we released *Vampire: The Masquerade* in '91," Wieck said. "We created a much more adult, much more mature approach."

But White Wolf received a lot of returns in 1996, forcing sharp cut-backs in its expanded publishing program, especially the original fiction. Many took that to mean that game-based books were an idea whose time had come and gone. Nothing could be further from the truth, however, as demonstrated by WotC and FASA planning to release three new novel lines between them next year.

Matthew E. Milliken

FASA, TSR Plan New Novel Lines

Game-based fiction shows no signs of slowing down. In fact, FASA and Wizards of the Coast/TSR plan three new lines of fiction between them in 1998.

FASA will be resurrecting the *Earthdawn* series. The series' initial sales were disappointing, but the fantasy RPG's popularity has grown over the last 18 months. FASA will publish small runs of the new books independently of Roc, which distributes *BattleTech* and *Shadowrun* fiction.

WotC is putting the book-publishing expertise of its recent acquisition, TSR, to use on two new projects. One is *Alternity*, the science fiction roleplaying game to debut in 1998. Diane Duane will help launch the property with a novel using the Stardrive setting. The book will establish future directions for *Alternity*.

The other effort is an attempt to re-establish a fiction presence for WotC's Magic: The Gathering CCG. Four books are planned for 1998, starting with Jeff Grubb's take on the Urza-Mishra war depicted in the Antiquities card set. There will also be an anthology of stories and Lynn Abbey's chronicle of Urza after the brothers' war.

Perhaps the most important release will be Liz Holliday's late-'98 novel. In a page taken from the "Dragonlance" playbook, the novel will determine the direction of *Magic* card sets after completion of the current Rath cycle.

People see "Dragonlance" and "Forgotten Realms" as a "fully developed world and a place that they like to go to regularly in their imagination," said WotC/TSR Executive Editor Mary Kirchoff. "I think that we're well on our way to doing that with Magic." Matthew E. Milliken

MAGIC UPDATES



In late October, WotC distributed a preliminary version of "Oracle" (the complete card reference for DCI Certified Judges) to top-level judges. This massive document contains new wordings for all the old cards, which count as errata. Here are some of the more significant changes.

Artifact Ward: gives full Protection from Artifacts.

Desertion: the spell card is put into play instead of going to the owner's graveyard, so it never touches the graveyard.

Dissipate: the spell is removed from game instead of going to the owner's graveyard, so it never touches the graveyard.

Energy Storm: only affects damage from spells, not from abilities which are played as instants or sorceries.

Forgotten Lore: forcing opponent to choose new targets is now a triggered ability, played after the declaration.

Gauntlet of Might: uses a mana symbol instead of "red mana," so it can't be Sleighted to produce a different color.

Guardian Beast: prevents enchantments from targeting the artifacts. This will cause any existing enchantments on the artifacts (including Steal Artifact) to bury themselves.

Memory Lapse: the spell is returned to the library instead of going to the owner's graveyard, so it never touches the graveyard.

Moxes: use mana symbols instead of color words, so they can no longer be Sleighted to other colors.

Nature's Blessing: gives a permanent +1/+1 instead of a +1/+1 counter. Raging River: is an Enchant World.

Spoils of War: counts the cards in the graveyard on casting, and distributes that many counters even if the graveyard contents change before it resolves. Wheel of Fortune: added a "then" in the middle, so Maro will die during the resultion.

Beth "BethMo" Moursund



Where do you go for strange tales and goofy gossip dragged from the shadows of our wacky, wonderful hobby—why, right here to "IQ Confidential."

 Gary Gygax posted an e-message disassociating himself with the new RPG magazine Troll, citing:

"Mr. Stalder [the editor] has lied repeatedly to me, in writing as well as in person. His promises and assurances have been worthless. He has written two bad checks to me, evidently knowing full well that they would be returned by his bank for insufficient funds... I am thus putting him on notice that he is not to use my name, or any material I have authored, as he has obtained it fraudulently."

Four days later came a full retraction: "Please take notice that Rick Stalder of *Troll* magazine has paid up in full. He has also sent his regrets to us for causing the extreme difficulty. I am thus satisfied, and I believe that the entire affair is best forgotten."

- WotC's making things tough for their art staff. Stories have surfaced about artists being pulled off subsidiary games—like LSR and Doomtown—to focus on Magic. There's also a rumor that the artists brought on board for newer sets like Mirage and Visions are being put out to pasture in favor of old favorites like the newly returned Maddocks.
- In a related item, *Magic* artists *non grata*, Ed Beard Jr., Melissa Benson and Rob Alexander, are back in the WotC fold. Though the group is continuing with a lawsuit against the company and has been shut out of *Magic* sets since bringing the suit, they were unexpectedly recruited to work on *Portal: II*, the expansion to the introductory *Magic* game. They are contracted to contribute 3-6 pieces each.
- A few tidbits are beginning to surface about *Doomtown*, the CCG from Five Rings Publishing based on Pinnacle Entertainment's *Deadlands* RPG. Apparently, the game will be sold in themed starters, much like *LSR*. We've heard there's going to be an outlaws deck, a lawman deck, a preacher deck and a mad scientist deck. Ghost rock will be the currency of choice.
- OverPower, the superhero CCG, looks to be K.O.'d. Designers Steve Domzalski and Ron Perazza, as well as contributors Keith Bursack and Kathy Probe were all terminated when Fleer/Skybox cleaned house in late October. We await news as to whether Steve or Ron will be re-hired as consultants, but it looks as if after Image OverPower, Fleer will be out of the gaming business.
- The next release for ICE's Middle-earth CCG reportedly has you playing the Balrog wreaking havoc in the under-deeps.
- Speaking of ICE, they're reportedly one of the few companies not shivering in their boots about the WotC CCG patent. You see, WotC was originally scheduled to design *Middle-earth* but opted to license the game back to ICE.

Remember kids, these rumors are for entertainment purposes only. Don't sue anyone based on what you read here. And, to all you industry pros and wannabes out there...should you run across anything secret, send a copy to: IQSecrets@aol.com.

REVIEWING THE LATEST RELEASES IN GAMING

Star Wars: Cloud City

Han Solo kicks Ewok-ass."

Those wacky Decipher guys have done it again—Cloud City, the latest installment of the Star Wars CCG, is chock full of witty card names, tongue-in-cheek lore and hidden "Easter

Eggs," not to mention powerful new cards and rules. Premiering in this set are Lando Calrissian (both Light and Dark Side versions), Carbon Freezing and the "real" Boba Fett.

Just like the Dagobah expansion, Cloud City should be easy to collect, boasting 60 different rares in one booster box. Unlike Dagobah, there's more of a balance between the Light and Dark Side. Captain Han Solo and Princess Leia are two of the most powerful and versatile characters the Light Side has, while the Dark Side gets the new and improved Boba Fett, designed to take advantage of the new capturing rules.

As with every other expansion, there are new rules and innovative concepts in Cloud City. One of the biggest changes are the revised capturing rules—instead of

being instantly teleported to the Death Star: Detention Block Corridor, captives must be escorted by a warrior or bounty hunter or taken captive at a "prison," otherwise they "escape" to the Used Pile. Furthermore, the Dark Side can put bounties on characters and have prisoners "frozen" in carbonite.

For all the gamblers out there, you can now play the most popular card game in Star Wars—Sabaac! Each side gets one interrupt called Cloud City Sabaac. By playing the interrupt, you start a side game of this particular version of Sabaac. Players set their hands aside and draw two cards from their Reserve Deck. From there, the game progresses much like blackjack, with players drawing additional cards to try to reach 11 without going over. Beating your opponent in Sabaac allows you to look at their Sabaac hand, choose one card listed in the stakes, and put it in your Used Pile! If they

don't have anything listed in the stakes, you can choose one card from their Sabaac hand for them to lose.

Other rules changes include cloud sectors and "crossing over." Cloud sectors are not much different from asteroids, but aren't nearly as hazardous. Cloud sectors add more to

Force drain because they add to the drain at related sites.

"Crossing over" happens when a character who started the game on one side of the Force ends the game on the other Through the use of Epic Duel, Luke can be crossed to the Dark Side—at which time the Dark Side player would take control of him.

No Star Wars expansion would be complete without "magic bullets"—cards which specifically cancel a previously printed one. Cloud City not only features cards which cancel those from previous expansions, but also has cards which disrupt some of the most focused strategies. Abyss and Chasm will make players think twice about putting more than one of any unique card in their decks. Ability, Ability, Ability, Blasted Droid and E Chu Ta will discourage many from playing droid decks and Dagobah decks.

The epitome of all magic bullets is Point Man-it cancels just about every annoying Light Side card.

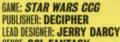
Cloud City is an innovative and powerful expansion—its effects will be felt by Star Wars players around the world like a disturbance in the Force. Michael Mikaelian

- Captain Han Solo is the best "re-made" character to date. He kicks Ewok-ass.
- New personas of original characters are becoming easier to play, and more worth playing.
- When you successfully play The Emperor's Prize, the Light Side loses half their Life Force!

- It's loaded with magic bullets and strategy busters, which are purely defensive. Playing these cards are a gamble, since they're dead weight if your opponent is abusing the game in his own special way.
- Cards like Weapon Levitation are going to need their own magic bullet in Jabba's Palace.

 With cards like Into The Ventilation Shaft, Lefty, Clash Of Sabers and Swing-And-A-Miss, there's more corn in this set than in the state of Kansas.

CLOUD CITY



GENRE: SCI-FANTASY SET SIZE: 180 CARDS

RELEASE: NOVEMBER 1997 PACKAGING: 9-CARD BOOSTER PACKS SUGGESTED RETAIL: \$2.50 PER BOOSTER PACK













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RATINGS THE TOPH

MechWarrior

Then I heard that Wizards of the Coast had a new expansion slated for the BattleTech CCG so soon after Mercenaries, I was excited—and somewhat distraught. I wanted MechWarrior to be good, really good. But could they deliver a good expansion on the heels of the last one that would not

"Kill your opponent in three turns.

only introduce new gameplay concepts but give us kick-ass cards we want to play with as well? Rest assured, BattleTech fans; MechWarrior delivers on both counts.

Let's start with new mechs—some of 'em are pretty damn swell. The Falcon Hawk costs only two resources with munitions, deals three damage and has six structure. Here's a weenie mech I can appreciate! If you're lookin' for big, bad and ugly, take a look at Prometheus Dire Wolf. Twenty resources is expensive, but it has

PRINCE VICTOR STEINER-DAVION 6 AT Command • Unique • Inner Sphere • Daylon ants as Victor Steiner-Davion while in play. Pilot: +3 attack, +3 initiative Each other 'Mech in a group that includes 'Mech piloted by Prince Victor Steiner-Dawion gets +1 attack and +1 "You are no Katrina Steiner, sister Katherine. And you will find that I am no Hanse Davion." —HPG communiqué from Victor Steiner-Davion, 3057 Archon-Prince of the Federated Commonwealth +3 Illus. Zina Saunders

the potential to do 18 damage and all of your opponents get -1 attack; for those keeping score at home, that's a three turn kill. A lot of new Inner Sphere mechs have a new option known as C3. When attacking in a group with at least one other C3 mech, all mechs with C3 get +2 to attack.

MechWarrior really shines when it comes to its new command cards; there are lots of fun, nasty possibilities. Airstrikes Close To Home has the potential for scrapping your opponent's entire hand! Financial Collapse is a political command card which takes all of your opponent's construction counters and redistributes them on your cards. Use Medevac Team to get any pilot from your scrapheap to your hand, then use Solaris

Contacts to put that pilot back onto any unpiloted

mech without it counting as a deployment. Your mechs need never be unpiloted again! There are also a few experienced versions of characters from the core set, like Khan Natasha Kerensky and Kai, Champion of Solaris. They're powerful and add to the story aspect of the game. It's a small start in a good direction for a game that has plenty of room to continue to expand.

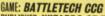
That's not to say there aren't a few clunkers here and there. The Retrofits which give your mechs various options are uninspired and Tactical Superiority is a wasted card. But for a 108-card set, these

clunkers are few and

far between.

If you're looking to kick some serious mech ass, you've come to the right expansion; Mech-Warrior has my seal of approval. Now get out there, soldier-your clan is waiting on you! ■ Steve Zamborsky

MECHWARRIOR



PUBLISHER: WIZARDS OF THE COAST

DESIGNERS: DAVID ETHEREDGE AND TODD BILGER

GENRE: SCIENCE FICTION RELEASE: NOVEMBER 1997 SET SIZE: 108 CARDS

PACKAGING: 15-CARD BOOSTER PACKS SUGGESTED RETAIL: \$2.95 PER BOOSTER PACK

AD&D: Children of the Night: Ghosts A novel by Stephen King? Nope. A movie by George Romero? Nope. A Ravenloft supplement with 13 different encounters revolving around neo-otyughs? Well, almost. TSR. 96 pages. \$18.

AD&D: Heroes of Sorcery

These new rules make sorcery even more powerful in Dragonlance: Fifth Age. Continuing the "Dragons of a New Age" series, this adventure pits the heroes against the dragons, but their foes may hold the secrets they dare not destroy. TSR. Boxed Set. \$19.95.

AD&D: Prayers from the Faithful

No, this isn't a new hymnal from the Vatican. It's a collection of famous Forgotten Realms priests. Everything you want to know on their personalities, personal histories, abilities, special spells, holy items and abodes. Wonder if any of 'em will have a mace? TSR. 128 pages. \$19.95.

Atlantic Storm

Three- to six-player non-collectible card game about the war in the Atlantic during World War II. Players compete to sink convoys running supplies from America to Europe and the empty ships returning home. Command Uboats, surface ships and aircraft in your quest to sink more tonnage than the other players. Avalon Hill. \$27.

Babylon 5 Component Game System The Babylon 5 Component Game System is a combination board game/card game that puts you right in the thick of the "Babylon 5" universe. It's 2258 and the Minbari, Centauri. Narn and Earth-folk are seeking to expand their influence in the galaxy. Build up your fleet by purchasing ships and secure your position in the High Council by recruiting the aid of key personalities. As in games like Settlers of Catan and Twiligt Imperium, you create the game board with a variety of hex pieces. This fully customizable game system is available in four seperate starter kits, one for each race, or one big package. Component Game Systems. \$12.95 per starter kit: \$29.95 for the complete set.

BattleTech: The Dragon Roars

Dive into an epic BattleTech campaign: The forces of the Draconis Combine and its allies clash with Clan Smoke Jaguar in a desperate struggle that will decide the fate of the Inner Sphere. Based on events in the BattleTech novel Grave Covenant. FASA. 72 pages. \$12.

Tempest

ot enough of a good thing. That's a label you could stick on Magic's latest set, Tempest. Even a casual study of the set will tell you that we need more cards devoted to the really creative concepts: buyback and licids. However, lesser concepts like shadow and slivers get more cards. It'd be better if it were the other way around. Let's take a closer look:

Buyback. Excellent ability. Buyback adds a whole new level of complexity to the game without sacrificing playability: After all, you can play with these cards as one-shots if you like. Will you cast Searing Touch now, or save up the mana to cast it over and over again later?

Shadow. "Been there, done that." Shadow is like flying meets landwalk: It's a variation on abilities we're already familiar with, and it's not very interesting. Strategically, it adds another level-you've got to account for guys you can't block-but nothing too original here.

Slivers. Similar to shadow, we've

seen this concept before in Vision's chimeras. Slivers are a definite improvement, but nothing too original here either.

Licids. With cards that are both creatures and enchantments, there is a lot of promise, but the ones that exist now are okay at best, and there aren't very many of them.

The card selection is consistent, though there are less standouts than previous sets. Rathi Dragon

gives you a 5/5 flyer for cheap mana, while the monstrous 7/5 Fear-inducing

"Tempest packs lots of bluster, but it won't blow you away."

Greven il-Vec spells your opponent's doom if you can get him into play. Artifacts pitch in with a new, more versatile, Icy Manipulator substitute—Puppet Strings—and mini-Lotuses in the Lotus Petals. The ever-useful cross-color pain lands are in, as is blue's Time Walk counterpart, Time Warp. Lots of cool cards, and the majority are very playable, though there are more than a fair share of "ho-hummers" like Fighting Drake and Needle Storm.

As for the "Rath Cycle" story, it's still as cloudy as the set's namesake. Yes, Gerrard and crew go through a series of adventures but, with just the card art and flavor text, you can't figure out the blasted story. Sure, there's a 64-page storybook in each starter which explains it but, in our age of limited time, given the choice of playing Magic or reading a storybook, the average reading level in America drops a bit.

Don't get me wrong: Tempest is a good, solid set. It just doesn't have the same "wowing" power of previous sets like Alliances, Mirage and Weatherlight. M.R. Goode

Tempest debuted four preconstructed, 60-card decks designed to kick start you right into Magic's latest set. They work, but some are more fun and more useful, than others. Here are InQuest's recommended picks based on the deck themes and the cards you can get in each one:

1) "THE SWARM" (GREEN BOX)

A green-and-white, creature-horde deck that's very fast and effective. Once you get out Aluren, all your creatures come out for free. How much more speed can you ask for?

Choice cards: Aluren, Elven Warhounds, Krakilin, Overrun, Recycle, Soltari Crusader, Vec Townships.

2) "DEEP FREEZE" (BLUE BOX)

A solid control deck that neutralizes creatures with spells like Gaseous Form, Repentance and Time Ebb. When the "Freeze" gets going, it can hold off the best of hordes, biding its time to counter with flying bangers of its own.

Choice cards: Avenging Angel, Dismiss, Emmessi Tome, Knight of Dawn, Puppet Strings, Sky Spirit.

3) "FLAMES OF RATH" (RED BOX)

A touch of direct damage, a dash of shadow, a pinch of flowstone creatures. This deck has effective creaturekill and a bunch of creatures that pack a wallop (Lightning Elemental, Sandstone Warrior, Wild Wurm). A little too straightforward.

Choice cards: Furnace of Rath, Goblin Bombardment, Magmasaur, Maze of Shadows, Soltari Guerrillas.

4) "THE SLIVERS" (BROWN BOX)

Hey, there's a Metallic Sliver and a Mindwhip Silver. Yep, just drew a Winged Sliver. Hmm, should I play the Mnemonic Sliver now or later? If you love slivers, this is the deck for you, but we were tired of the mix-and-match little monsters by the third hand.

Choice cards: Ertai's Meddling, Extinction, Lobotomy, Mnemonic Sliver, Whispers of the Muse.



he box

TEMPEST

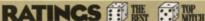
GAME: MAGIC: THE GATHERING

PUBLISHER: WIZARDS OF THE COAST

GENRE: FANTASY RELEASE: OCTOBER 1997 SET SIZE: 335 CARDS

PACKAGING: 60-CARD STARTER DECKS; 15-CARD BOOSTER

PACKS: FOUR PRECONSTRUCTED STARTERS SUGGESTED RETAIL: \$8.95 PER STARTER; \$2.95 PER BOOSTER













Magic World Championships Decks

couple of years ago, someone at Wizards of the Coast had a novel idea: Take Asome cool Magic decks from the Pro Tour, print them with non-tourney legal backs and package them as fully playable decks. Sounds like a good idea. Someone else said, "Let's sell it for \$125." Bad idea.

Now, WotC has decided to take another stab at pre-constructed decks with replicas of the top four decks from the 1997 World Championships. For the much

more reasonable price of \$9.95, you get a 60-card deck, a 15-card sideboard and a dozen blank cards ies. Now we're talking.

bucks for one City of that you can use as prox- Brass when you can get four of 'em for \$10?" Unlike the Pro Tour

Collector's Set, which

made you buy all eight decks in one overpriced package, you can pick up the Championship decks individually. There's Paul McCabe's speedy red/blue creature deck, Janosch Kühn's red/white/blue offensive control deck, Svend Geertsen's



green swarm deck and, of course, '97 champion Jakub Slemr's fivecolor black deck. Remarkably, all four decks are fun to play. And, hey kids, they're educational too!

"Why spend seven

Ever wonder why the Ophidian is such a good card? You won't after you play McCabe's deck a few times. Want to see how several not-necessarily-spectacular cards can blend together to annihilate your opponent? Try the combination of Roque Elephants, Heart of Yavimayas and Harvest Wurms in Geertsen's original Señor Stompy deck.

One of the best things about these decks is using them to help tune your own tournament deck. Got an untested deck you want to try out before taking it into the lion's den? If it can handle all four

of the Championship decks, you know you're in good shape.

Finally, all four decks are printed on the same backs, which means you can mix and match cards between decks to come up with your own killer deck. If you're serious about getting into competitive play, but don't have four of every card or frequent access to other players, you should consider

picking up all four Championship decks. One word of caution—these decks contain environment-

1997 WORLD CHAMPIONSHIPS DECKS



GAME: MAGIC: THE GATHERING PUBLISHER: WIZARDS OF THE COAST **GENRE: FANTASY**

RELEASE: OCTOBER 1997

FORMAT: FOUR 90-CARD FIXED DECKS SUGGESTED RETAIL: \$9.95 PER DECK

altering cards that are no longer available in Type II tourneys: Thawing Glaciers, Force of Will, Kjeldoran Outpost, etc. Testing your tourney decks against these will be slightly skewed. But still, if you're looking to hone your skills, \$40 is a worthwhile investment. Jeff Hannes

DEC. RELEASES

Changeling: Dreams and Nightmares A new sourcebook for Changeling? We must be dreaming. Actually, it's this book that's all about the Dreaming, the misty ancestral home of the fae. This one promises insights into the sidhe as well as lots of adventure potential in Arcadia. White Wolf. 128 pages. \$16.

The Everlasting

Join ghouls, revenants, vampires, deathmechs, reanimates, ghosts and grim reapers on modern and historical adventures. The Everlasting is state-of-the-art roleplaying, with gamemasterless options, communal protagnoists, personal mythology, solo replay guidelines, live-action elements, gambling, Tarot, ceremony, dream control and more. Visionary Entertainment Studio, 304 pages. \$29.95.

Fading Suns: Merchants of the Jumpweb

This sourcebook for Fading Suns details the Merchant Guild, without whom the nobles and Church would be outta luck. Besides providing a setting expansion, this supplement also adds senario hooks for gamemasters and a wealth of character quirks for players. Holistic Design. 128 pages. \$20.

Heavy Gear: Crisis of Faith

The events hinted at in previous Heavy Gear products take shape as the story truly begins and Terra Nova moves into the future. In the Badlands, old allies meet again. In the South, intrigures are revealed and rebels become leaders. In the North, the seeds of war take root. The crisis of faith has begun. This innovative supplement is a cross between a novel and sourcebook and is a must-have for Heavy Gear fans. Dream Pod 9. 112 pages. \$19.95.

Heavy Gear, Second Edition Rulebook Hot on the heels of the computer game, this revised edition provides for the needs of players old and new. Besides the streamlined rules for tactial combat and roleplaying, the new material provides a detailed campaign setting for running humanoid war machines in the Badlands and guidelines for refereeing battles and campaigns. Dream Pod 9. 232 pages, \$29.95.

Heroes Unlimited, Second Edition Boasting new adventures and rules clarifica-

tions, this diehard superhero RPG is back with a vengence. It's still got bazillions of skills and superpowers with sections on secret organizations and robotics. Everything gamemasters and players need in one book with a kick-ass cover by Jim Steranko. Palladium. Over 270 pages. \$24.95.

Gorkamo

orkamorka is the latest in Games Workshop's "Warhammer 40K Skirmish" series, and features those lovable greenskins, the orks. Necromunda, the first game in the series, detailed rules for small fights between rival human gangs on an industrial hiveworld. Gorkamorka gives rules for fights between rival small tribes of orks on Angelis, a

harsh desert world with only one city on it-Mektown.

Necromunda is an awesome game and has almost as many devotees as its parent game, Warhammer 40K. There's just no way to talk about Gorkamorka without comparing it to "the original."

While many of the rules for this game are the same as Necromunda's, there are several big changes. The most important is the addition of vehicular combat rules which are a big step backward for the system. Much of the fun of

Necromunda is maneuvering and clambering about among ruins, but sneaking around at 4" a turn isn't a big factor in Gorkamorka since most vehicles can move out of weapon range, a dozen or so inches, in two turns.

Additionally, adding just a few vehicles to a battle means adding about 20 pages of rules so this game lacks the simplistic fun of Necromunda as well. If you are trying to teach someone the intricacies of the Warhammer 40K system though, Gorkamorka makes a fine bridge between Necromunda and the main game.

The coolest thing in Necromunda was developing your gang through experience; fortunately, the changes to the system in Gorkamorka which are specialized for orkish "culture" are a blast! Players have two tribes to choose fromthe Gorkers, who emphasize Muscle and shooting skills, and the Morkers who favor Driving and Cunnin' skills. Perhaps to make up for the lack of tribal choices, the rules have a

nice list of options for visiting the Mekboyz to customize your vehicles

he box

GORKAMORKA

PUBLISHER: GAMES WORKSHOP

DESIGNERS: RICK PRIESTLEY, ANDY CHAMBERS AND

GAVIN THORPE GENRE: FANTASY

RELEASE: OCTOBER 1997

PACKAGING: 12 ORKS, 2 TRUKKS, 2 TRAKS, 6 PLASTIC **BULKHEADS, 2 ACCESSORY SPRUES, A CARDBOARD** FORT, CARDS, COUNTERS, EMPLATES, TRANSFER SHEETS AND A TUBE OF POLYSTYRENE CEMENT

SUGGESTED RETAIL: \$69.99

and, through trips to Doc's Serjery, you can attempt to upgrade your tribal members as well. Such customizations often go wildly wrong, but then, this sort of thing is the fun of the system.

The rules books are littered with orkish literary expressions—the main rules are "Da Roolz" and the book with the campaign and experience rules is "Da Uvver Book"; this

does much to get players into the orkish mindset for the game.

There are also some fascinating intelligence reports from the Imperium regarding the personal details of orkish physiology; the reason all orks are green-except, of course, for the brown ones—is finally settled once and for all. These reports make for some great reading, making it worthwhile to borrow the rulebooks even if you don't plan on playing the game.

My biggest complaint with

the system is that "gangs" created here aren't directly comparable to the gangs in Necromunda. The point systems used to rate gangs/tribes are dramatically different. I guess a 2,000 point gang in Necromunda is worth an ork mob rating of 250, but someone else might claim otherwise. That's a shame because there are plenty of people out there who would love to pit orks versus humans in battles less technology-driven than on the usual Warhammer 40K battlefield.

Overall, the game is good, but Gorkamorka pales a little next to its older brother. If you loved Necromunda, you'll like this game, but if you've never tried Necromunda, check it out first to see if it leaves you thirsting for more. Rick Moscatello

 Orks are always portrayed as a race that fights itself nearly as much as it fights other races. A game which focuses entirely on this little cultural flaw is long overdue.

 If you are looking to teach someone the basics of Warhammer 40K, Gorkamorka is a good, fun, simplified version of the game.

 Those vehicle rules are just a bit too complicated for what should be a simple game. Spinning, turning, ramming and accelerating all detract from plain old shooting.

 The models are much harder to assemble than before expect to spend several hours gluing things together before the first shoota is fired!















Lionheart

names in big boxes with lots of plastic pieces always get my heart racin' Lion-Theart, the new "customizable game of medieval warfare" from Parker Brothers, proved no exception. A mix of 92 knights, warhorses, mercenaries, peasants and, of course, your basic swordswingers and archers, caused my latest plasticinduced pulse boost.

The figures fit into special bases; by plugging in a mix of combatants, you cus-

tomize your army. Each player gets 10 bases to form his units. As a unit takes casualties, figures are removed. Each figure gets to roll combat damage when it attacks and is used to absorb losses when the unit is hit.

ou don't have to shave your head to play."

Lionheart's scenario is that you're a king leading a medieval army into battle. The battlefield is basically a 9x10 square chessboard. Your king must set up in the back row middle, but the rest of your army can deploy around him in the first two rows any way you like. Each turn you're allowed two actions from three choices: move, turn or attack.



The object, as in chess, is to kill the enemy king, though you can also win by eliminating your opponent's entire army. Attacks are resolved by rolling special six-sided dice, each of which has three faces with a battleaxe, two faces showing crossed arrows and one face that reads "Panic." Most units score a hit for each battleaxe rolled. Archers hit each time they roll the arrows. Roll too many "Panics" and your unit turns tail and runs.

As is the norm for titles from the mega game corporations, the rules to Lionheart are super-simple. You can read them in less than five minutes and be playing the "advanced" game in less than 10.

Simple doesn't mean dull, though. Like other mass-market wargames like Risk and Axis & Allies, a game of Lionheart is a fun way to spend an hour dice-chucking.

Just don't expect the military tactics you learn from Lionheart to earn you an appointment to the U.S. Military Academy.

LIONHEART



PUBLISHER: PARKER BROTHERS GENRE: MEDIEVAL WARFARE BOARD GAME

RELEASE: OCTOBER 1997

COMPONENTS: GAMEBOARD, 20 BASES, 92 WARRIORS,

4 COMBAT DICE SUGGESTED RETAIL: \$40

I won't ruin it by giving away hard-learned strategy tips but I do suggest naming your king "Lionheart." That way, when he engages in combat, you can clutch your chest and shout: "Lionheart attack!" Tom Slizewski

It's not that deep. On the plus

side, you don't have to shave

your head to play.

DEC. RELEAS

L5R RPG: Shadowlands Sourcebook Here she come now, singin' "Oni Oni..." Everything you ever wanted to know about goblins. skeletons, mujina and all the other nasties that dwell where the honorable folk fear to go. Bring your porcelain mask. Five Rings Publishing. \$19.95.

Magic: The Gathering: Vanguard Gift Box

You've probably seen the oversized Vanguard cards which break the rules of Magic. Well, this package gives you all eight of those powerful buggers. You also get a Italian Mirage starter, a Japanese Visions booster, a Korean Weatherlight booster and a card-storage box. All this for a penny under 20 bucks. Wizards of the Coast. \$19.99.

Middle-earth CCG: A Long-expected Party

Dare to enter the Witch-king's most protected citadel. Collect a bunch of hidden toys and fireworks so Bilbo can throw his famous birthday bash. This book contains four new scenarios, 16 new site cards and a color map of Eriador-a wealth of good, old-fashioned fun. ICE. 16 pages. \$10.

Middle-earth CCG: The White Hand

There's always been corruption in Middleearth, but now that corruption has spread to you! The latest MECCG set introduces corrupted wizards with the ability to use either good or evil resources but control only weaker heroes and minions. Middle-earth's now more versatile than ever. ICE. 12-card booster packs (two rares per pack). \$3.25 per booster.

Mind's Eye Theatre: The Long Night "My name is Vlad. I live in a tower and suck blood." The Long Night is the Mind's Eye Theatre adaptation of Vampire: Dark Ages. Introduce your medieval vampires to the joy of rock-parchment-scissors in this latest liveaction translation of a Storyteller game. White Wolf. 112 pages. \$10.95.

Noir: Hard Boiled

If you can't imagine a pulp-style adventure without booze, sex and abuse, check out this NC-17 rated supplement for the gritty-in-The-City roleplaying game. Even if you're into a more PG-13 rated game, you'll enjoy the new, enhanced combat system that's even got rules for car chases. Archon Gaming. 256 pages. \$24.95.



Castle Spulzeer & The Forgotten Terror can't say No."

"Your players

Two new modules from TSR form a first in Advanced Dungeons & Dragons—a direct crossover between two campaign settings. The two-part adventure starts in the Forgotten Realms with Castle Spulzeer and continues in Ravenloft with The Forgotten Terror.

In theory, the two can be played separately, but they are much better when run together. Without giving too much away, the plot involves the latest chapter in the sordid history of the Spulzeer family, an important power in the lands of Amn and Tethyr for centuries. In these modules, the PCs are thrust into the middle of a lethal family feud which is further fueled by a powerful, sentient artifact.

The history of the Spulzeer family, out-

lined in Castle Spulzeer, is remarkably welldone. The rich story does a good job of drawing a potential DM into running the adventure. The castle itself is intriguing as well, having served as everything from a center for political gatherings to a gambling

hall and brothel in its long and colored history.

Unfortunately, the adventure itself falls short. The plotline is littered with logisitical problems, starting with how the players are drawn into the fold-they can't say "No." If they do not accept the major NPC's initial offer, the DM is encouraged to have other NPCs "follow the PCs all

over the continent if necessary." Eh...Also, too much of the adventure consists of sidetreks that don't really add to the final scene, and a mere 10 pages describing the castle hardly seems like enough.

On the other hand, Forgotten Terror is intriguing all the way through. It's not your typical Ravenloft adventure—the focus is on exploration and discovery. But the layout of the new domain is very conducive to enjoy-

> able sessions of roleplaying. There's a different puzzle at each turn and, even better, it's non-linear. My only complaint with FT is that it's way too deadly. There's one area that, when trying to leave. offers a 50% chance of being utterly annihilated. Excuse me?

> > Forgotten Terror is okay by itself, but it is much more intriguing with the proper background. The adventure in CS doesn't present

enough of that background, but there's more than enough information to get you started. If you're willing to put in the time to craft an adventure from the info in Castle Spulzeer, once you get to Forgotten Terror, it will have been worth the effort. Jeff Hannes



GENRE: FANTASY RELEASE: OCTOBER 1997 FORMAT: 64-PAGE SADDLE-STITCHED SUGGESTED RETAIL: \$12.95 EACH

WILLIAMS CONNORS (FT)

AUTHORS: DOUG STEWART (CS):

CASTLE SPULZEER

FORGOTTEN TERROR

GAME: AD&D

PUBLISHER: TSR

Of Ships and the Se

Avast, ye hearties! Run the Jolly Roger up the mast of that canoe and aim the cannons at the pentekonter across the bay. Of Ships and the Sea provides an appropriate adventuring crutch for even the scurviest of landlubbers.

The first part of the book deals with almost any kind of real-life ship or boat for which you'd have a need in a fantasy adventure. To say that the author went a bit 'overboard' here is an understatement. Ships, sizes, construction costs...nautical travel, shipwrecks, naval combat....Want to know which spells

are the best for fighting a sea battle or the exact pro-

AND THE SEA

GAME: AD&D

PUBLISHER: TSR AUTHOR: KEITH FRANCIS STROHM **GENRE: FANTASY**

RELEASE: OCTOBER 1997 FORMAT: 128-PAGE SOFTCOVER SUGGESTED RETAIL: \$19.95

cedure for grappling an adjacent ship? It's all here in painfully anal detail. The biggest question this raises though is, "Will your players

want all the possible modifiers for naval experience and combat?" If so, you've got all you want right here. If not, this is information overload and ends up merely adding color for a DM when the setting involves a ship.

I was much more excited about the second part, which involves a complete and detailed examination of underwater movement and

combat. What happens when that crossbow goes under-does it still work? The spell-

casting sections in this chapter offer some real insight into how wizards function under the surface of the waves beyond "you can't talk underwater, so you can't cast spells." In

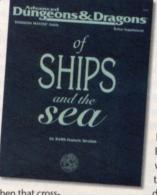
"What happens when your party meets up with the cast of 'Baywatch'?"

a campaign where players might drown if their mage is handicapped, this supplement provides solid guidelines for what happens should your party meets up with the cast

of "Baywatch."

The bad thing about this book is that there's no hook-no adventures or suggestions on how to work this information into an existing campaign. I've got all of this incredibly researched and detailed information on water and combat, but what in the name of Poseidon am I supposed to do with it? Where's the giant electric eel or the cool new sea dragon? At the very least, I

expected a tie-in to the new Sea Devils sourcebook or Evil Tide adventure trilogy, but there are no monsters to fight here or new horizons to explore. Just cold, hard, wet facts.



G00D







Chron X: Overture

When reviewing a CCG expansion, it's pretty easy to determine whether or not it's a winner. Things you look for when checking out or playing with the cards are innovative new concepts to the original game, powerful kick-butt cards that everybody can think of a use for and subtle cards that work well in combination. What happens when you've got all that and more?

That's where Overture comes in.



The new expan-

sion for Chron X is packed with new cards that break the mold; but then again, the liberty to program cards rather than print them certainly gives you more room to play. Let's start by looking at the new Headquarters—yes, five new HQ's you can use instead of your generic one,

OVERTURE



PUBLISHER: GENETIC ANOMALIES

GENRE: POST-APOCALYPTIC WARFARE **RELEASE: NOVEMBER 1997** SET SIZE: 145 CARDS

PACKAGING: 15-CARD BOOSTER PACKS: 180-CARD

all with special

BOOSTER BOXES

SUGGESTED RETAIL: \$3.00 PER BOOSTER PACK; \$25.00 PER

BOOSTER BOX

"Overture is virtually

abilities. Armored HQ has 50 HP to start instead of 25, and Distributed HO places three "pieces" randomly in three different cities; all three must be destroyed

for your opponent to win.

There are plenty of nifty new assets like Advance Operative which doesn't tap when it's deployed and can be deployed in cities without bases. Taikun Cleaner can be deployed in your opponent's HQ when your HQ has less than 10 HP remaining, then tapped to do direct damage to an Asset with Anti-Terrorism as though you had attacked. There are also cool interventions like UN Curfew which shuts down all base production on both ends, and Riot! which gives you three random Nonames Assets in a target city until the end of the turn. Better yet, Riot! can be used during your defense round, suprising your

opponent. Cards like these allow for some interesting new strategies.

Overture certainly takes advantage of a computer's randomizing potential. Who knows what your target Asset will pull from the Weapons Crate Enhancement, what the effects of the Mukhariq Al Program will be or whether or not your Salvaged Golem

> will stick around and attack for you this turn.

> Genetic Anomalies certainly is on the right track. They were the first to break new ground and release a virtual CCG; now they've come up with a killer expansion for it. If you play Chron X, you won't want to miss out on Overture. It's nothing short of incredible. Steve Zamborsky

Rage: Snake Eyes: Rage Across Las Vegas The first of the Rage relaunch sets features the Get of Fenris (a Germanic tribe of werewolves with visions of racial superiority) and the Wendigo (a Native American tribe of werewolves with visions of racial purity). This one oughta be good. Five Rings Publishing. 60-card starter decks; 15-card booster packs. \$8.99 per starter; \$2.99 per booster.

Rifts: Index & Adventures: Vol. Two This supplement is heavy on the index and light on the adventures as it references the last two years of releases such as Juicer Uprising, the Coalition books, the New West books, Rifts Underseas, Game Screen & Adventure Pack, South America II, The Mechanoids, Phase World and Rifts Japan. Oh yeah, and it has some adventures for Hook. Line and Sinker, Palladium, 96 pages, \$12.95.

Rolemaster Annual '97

So you want to master Rolemaster? Don't have all the charts? Well, the '97 Annual packs together complete tables for many of the areas, character record sheets for Black Ops and Pulp Adventures, along with a new compilation of spells. Life doesn't get much better. ICE. 128 pages. \$12.

Silent Death: ASP Technocracy

Once down and out, the Terran's Technocracy has fought back to become the world's most technically advanced power. Among the many things this new house book includes are new technologies and scenarios, ASP Technocracy history and six new fighters (Quark, Pulsar, Pterradon, Binary, Nova and Nebula II). ICE. 80 pages. \$14.

Teenagers From Outer Space, 2nd Edition To celebrate the tenth anniversary of this classic humorous roleplaying game, TFOS is returning with new art, new rules and a huge section devoted to animé. Unless you're a Real Weirdie. check this out. R. Talsorian. 128 pages. \$18.

Vampire: Dark Ages: Three Pillars The Three Pillars are the three castes that make up Dark Ages life: the peasantry, the nobility and the clergy. Your V:DA character came from one of them; learn all about them in this basic primer on medieval life for those who fell asleep in seventh grade history. White Wolf. 160 pages. \$18.

Werewolf: Tribebook: Stargazers "When you snatch the pebble from my paw. Grasshopper, you will be ready to leave the caern." Learn the secrets of this tribe of werewolves from the East, including nifty Kailindo tricks. White Wolf. 72 pages. \$10.

GURPS: Black Ops

That dark spot in your closet haunting your dreams when you're alone at night holds many secrets: aliens, demons...brainsquids. But now, there's someone to watch your back, someone you'll never know to thank. GURPS: Black Ops is "Men in Black" without the humor or, more accurately, the "X-Files" meets James Bond. Serious and over-the-top science-fiction action; it's all secrecy and technology wrapped up in a toasty blanket of danger-danger supplied by the alien enemies of mankind.

Readers are treated to a detailed account of life at the training academy for Black Opswhat courses you take, what specialized sec-

tions of the organization are available, etc. Death is a real

GURPS: BLACK OPS

PUBLISHER: STEVE JACKSON GAMES AUTHORS: JEFF KOKE & S. JOHN ROSS GENRE: SCIENCE-FICTION/CONSPIRACY RPG

FORMAT: 128-PAGE SOFTCOVER RELEASE: NOVEMBER 1997 SUGGESTED RETAIL: \$17.95

CONTACT: sjgames@io.com

"It's all secrecy and technology wrapped up in a toasty blanket of danger..."

part of life in the Black Ops, a.k.a. "the Company"-not just on missions, but while training at the academy. Would you join a secret group that would kill you if you washed out?

There is information on the inhuman foes of the men and women in black:

wigglers, sewer flukes, ice weasels and brainsquidsya gotta love brain parasites that break down after death and are transmitted by sneezing.

Black Ops is thoroughly detailed in the description of everything it mentions; however, some of the things the authors leave out are those things which most interest me. I wanted detailed information on

how the Company interacts with the human forces against it. I was shown how the odd person who learns of the conspiracies both for and against mankind are brainwashed, but what happens when a whole building

full of people or a whole criminal organization learn about the Black Ops, their scope and their agenda?

I missed some of the Illuminati-type aspects of covert operations that would cer-

> tainly be employed by and against such an organization. Similarly disappointing was the art. I've enjoyed Dan Smith's art in the past, but here, the black-and-white format of the illustrations left it wanting. I think the readers would have better been served by diagrams and schematics than black-andwhite artwork which seems to be repeated from page to page.

In the cosmic scheme of the book, these are small concerns. There is more than enough information here to add the Company to an existing GURPS campaign or start its own; you won't be lacking for material. I only hope that we'll end up with a Black Ops II with still more secrets. Brent Fishbaugh



Heaven and Hell

Go to Hell.

Or Heaven, if you want. Either way, don't head out without a copy of the latest supplement for In Nomine in your suitcase. It's an invaluable resource for the IN player or gamemaster investigating the celestial realms.

Without stooping to something as crass as a map, the authors manage to convey the splendor and horror of the twin realms through descriptions of the various principalities and cathedrals,

themselves reflections of

HEAVEN AND HELL

GAME: IN NOMINE PUBLISHER: STEVE JACKSON GAMES AUTHORS: JAMES CAMBIAS, DAVID EDELSTEIN, MATTHEW GRAU, KENNETH HITE, STEVE KENSON, CHRIS PRAMAS, S. JOHN ROSS & JOHN TYNES

GENRE: SUPERNATURAL FORMAT: 128-PAGE SOFTCOVER RELEASE: OCTOBER 1997 SUGGESTED RETAIL: \$17.95

the Superiors who administrate them. You'll see the endless party in Novalis' Glade, the angelic training ground of The

Groves...as well as the decadent houses of pleasure that line the streets of Shal-Mari and the smelting forges of Tartarus in Hell. Who'd have thought that the devil's library had a Children's Section? There's also the first hints of a third realm, Limbo, that's literally nowhere.

H&H also serves up the dirt on two of the more intriguing superior-pairs:

Dominic and Asmodeus, the two lawmakers, and Yves and Kronos-whose secret is so tasty it wouldn't be fair to reveal it here. We also get our first glimpse of Zadkiel, the Archangel of Protection, and Mammon, the Demon Prince of Greed. Let's just say that

Go to Hell.

"Quantum Leap" fans will be pleased with the attunment for the Kyriotates of Zadkiel. The book ends with "No

Dinero," a pocket-sized adventure

set in the East Village of New York City. It's got drugs, skinheads and Norse Gods-not a bad bunch of ingredients. Still, the adventures have always been the weakest part of the Revelations Cycle series: the scenarios are so self-contained that it's hard to drop them into an existing campaign, even one involving the plot established in the books.

Although it doesn't have the universal utility of The Marches, Heaven and Hell is invaluable for In Nomine campaigns that ever intend to leave the corporeal plane for those of their Superiors. If you plan on being heaven-sent or hell-bound, you ought to pick this one up. Jason Schneiderman















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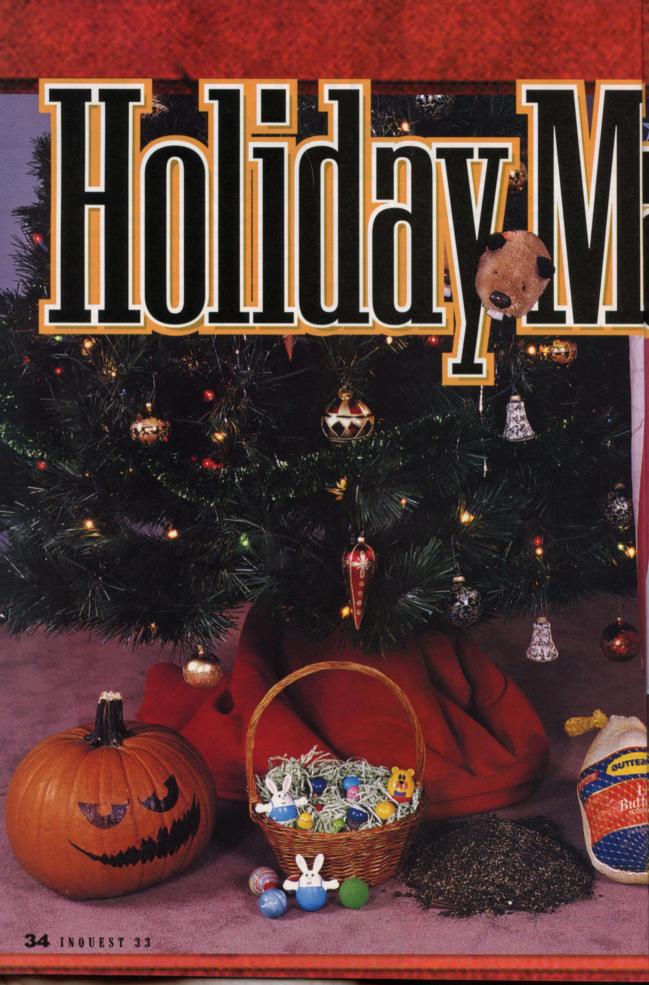
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TIS the season to

Tis the season to enjoy another handful of *Magic* cards you'll never see.

Groundhog Day? A little rodent determines the fate of spring? What's up with that? And don't even get us started on Columbus Day—the guy was lucky enough to run into land at all, let alone get credit for discovering America.

But don't get us wrong. Holidays are fun. You can't beat the "spirit" of Halloween, and Christmas and Hannukah presents spice up those winter months. So in honor of our favorite holidays—and even some "what day is that again?" celebrations like Flag Day—we present eight holidaythemed *Magic* cards.

By the *InQuest* staff. Art by Phil Foglio and Allen G. Douglas.

35



Hollow Weenle

Halloween's our favorite holiday around here so, naturally, we wanted a nifty "trick or treat" power for a card. Splitting apart the holiday's name just gave us one more piece of the puzzle.



Turkey of Bogardan

A regular turkey wouldn't have made for much of a *Magic* card; however the turkeys of Bogardan are a much heartier sort, hot-tempered and made out of fire and lava. Once you get 'em on the table, however, they make for quite a robust meal. And, of course, they're self-basting.



Santa Claus

Christmas is the time of giving and that's what Santa's all about—exchanging gifts with your opponent. Plus, you never know just what you're going to get from a gift-wrapped package under the tree.



Flag Day

There are two ways to observe Flag Day. The first is by playing with legends. The second is by not playing with them and using the extra time to build up a huge armada or set up a lock. Since it's white and blue, you'll probably have a Disenchant or Boomerang to remove it when it gets troublesome.



Easter Egg

Nothing's better on Easter morning than finding an egg or two. And each time you find one, it's a surprise! This Egg runs the gamut—hard-boiled to Rukh.



Dreidel Golem

The original dreidel was a gambling game that spelled out "A Great Miracle Happened There" in code. This one's also a gamble and, with the potential to double your life score, can make miracles happen for you. Happy Hannukah!



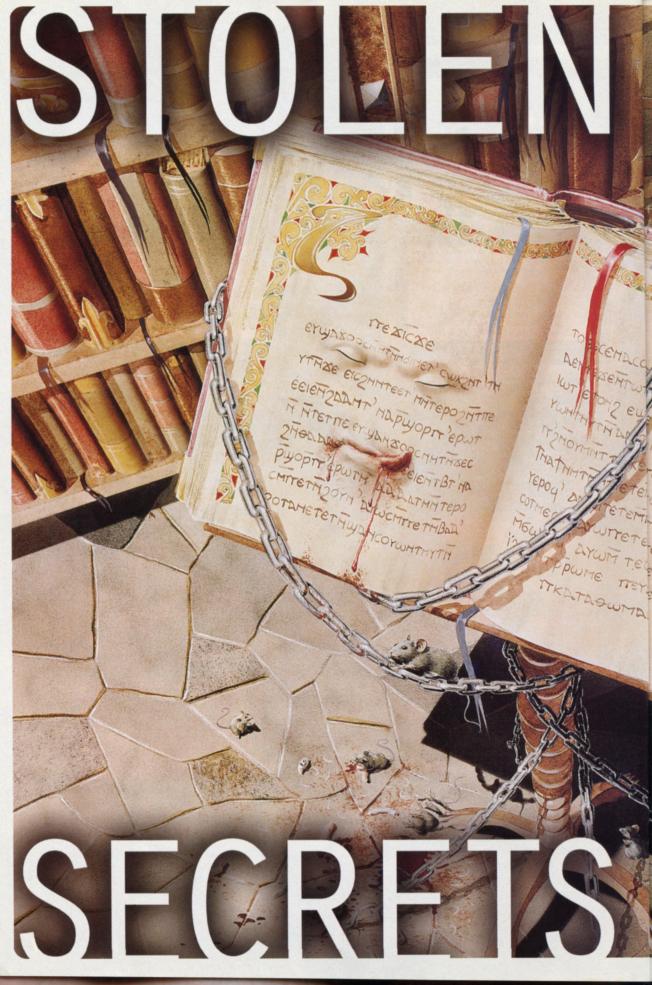
Groundhog Shadow

Sure, Groundhog Day may not offer much more than a weather forecast, but you've got to admit an Ertai's Meddling for creatures is pretty cool. Imagine Punsxutawney Phil here with a Lure on him!



New Year's Eve

Should auld acquaintance be forgot? No way! He gets to start his game over, same as you. Ring in a new year with a new hand and a new chance at victory.





IDEAS FROM FANTASY AND SCI-FI LITERATURE ADAPTABLE TO YOUR RPGs

hen a jittery little guy wearing a purple coat showed up at our office, no one thought twice about it. Probably just someone's dad. Or maybe our first groupie. Heck, perhaps the artist formerly known as Prince was lost and having a really bad hair day.

But the diminutive robed man got our attention real quick after producing the book shown on these pages. He said it was some kind of mysterious "living tome" that contained all the secrets

of gaming. He claimed that with the tome you could make roleplaying come to life. We noticed that he was missing fingers on both hands and began to believe him.

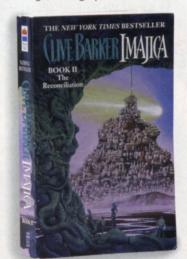
He reached deep into a coat pocket and with his remaining thumb and pinky retrieved six crumpled pages. On them were these 50 ideas from some of the greatest fantasy and science-fiction novels ever written, ideas sure to liven up any roleplaying campaign.

Never Say Die

SOURCE: Riverworld series by Philip losé Farmer

IDEA: When we die, everyone that has ever lived-you, me, Mark Twain, Hitler—is resurrected on a mysterious alien world.

TIE-IN: Rather than run with the standard set of adventures, maybe a campaign begins only when the player characters (PCs) die and the afterlife is a strange, strange place.



Matter-congealed duplicates? You may just run into these hideous creatures in your campaign.

Glyphs that Copy You

SOURCE: Imajica by Clive Barker

IDEA: A Maestro (sorcerer) can use a magical ritual to duplicate a human being. The Maestro Gentle secretly drugs a friend's mistress and puts her in a circle of sand from holy ground. For 11 hours, he watches a duplicate woman grow slowly in the circle, grains of matter congealing around her spirit. But, bored and drunk, he rapes her, then falls asleep in the circle-inadvertently creating a double of himself.

TE-IN: Could a wizard in your campaign try the same sway on a player character? What if, instead of a direct confrontation, a clone makes mischief in some remote locale and the PC takes the blame?

Superconducting Trolls

SOURCE: Men at Arms by Terry Pratchett **IDEA:** Dangerously cold temperatures are optimal for the a troll's naturally superconducting brain. But who knows what brilliant discoveries are lost at room temperature?

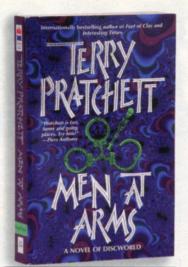
TIE-IN: Have the players discover a race of creatures that seem unintelligent or unskilled but change as their environment changes, perhaps being dangerous and cunning hunters in the winter, but slow and stupid in the warmer months.

A Game of Damage

SOURCE: Consider Phlebas

by Jain M. Banks

IDEA: Technically just a multiplayer gambling game of skill and bluff, Damage also uses consciousness-altering, two-way "emotor units." The cards in each player's hands lets them create fear, despair, exhilaration or other



Here's a twist: Trolls that are clever at cold temperatures, but stupid in the heat.

emotions in one or several opponents. A poison button on the emotor console lets deeply affected players commit suicide. Big-time Damage players attract addicted groupies who stand near the emotor units to experience the third-hand feelings.

TIE-IN: Instead of a challenge being resolved in the clichéd Roman-type arena, make the PCs resolve their battles in unfamiliar ways, such as a "Damage" game.

6 Library Maze

SOURCE: The Name of the Rose by Umberto Eco

IDEA: One of the key libraries in 14th century Christendom is located in a fortress abbey. Its precious books are protected by traps and a maze (there is a map in the novel). The filing system is equally devious: each room has a letter on the wall which, when linked with other letters in other rooms, spells out the various filing categories in Latin. One leads to a secret room filled with banned books.

TIE-IN: The PCs may be called upon to decipher the filing system of a similar library, either in search of a certain book or the library's secret stacks.

(1) Ancient Time Traveler

SOURCE: Lightning by Dean R. Koontz **IDEA:** Stefan's a time traveler not from the future, but from the past. World War II Nazi Germany, to be exact. So why does a man from 50 years in the past keep saving the life of a woman from the present, a woman destined to die?

TIE-IN: In a fantasy campaign, a similar

time traveler could appear—maybe seen as an ancestral spirit—bearing crucial information to a mystery the PCs are working on.

1 Virus Eats Your Brain

SOURCE: Snow Crash

by Neal Stephenson

IDEA: The Nam-shub is a type of virus which is transmitted verbally or visually—if you hear or see the virus (it looks like static), it affects and alters the functions of the brain. Hackers are especially vulnerable to it.

TIE-IN: A hacker NPC receives a mysterious disk. When she loads it up, she goes into a coma and her machine suffers a total system crash. As this sort of problem spreads through the hacker community, the PCs investigate. Alternately, the Nam-shub is a keen new spell for mage-type PCs.

(1) Picture Perfect

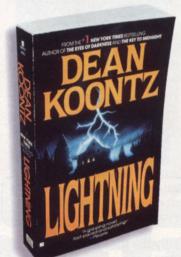
SOURCE: The Portrait of Dorian Grey by Oscar Wilde

IDEA: Dorian Grey drinks, drugs and debauches to his heart's content and never looks any worse for wear. Why? Hidden away in his manor is a painting of him that displays all the ravages that he puts his body through.

TIE-IN: The characters run into a foe with such a portrait...only this one also protects him from *combat* damage. How do the PCs defeat a foe they can't harm? Worse yet, what if the double isn't a replica, but a living twin?

4 More Dangerous Game

SOURCE: Do Androids Dream of Electric Sheep by P.K. Dick



Want to stir up your campaign? A time traveler from the *past* is just the ticket.

IDEA: A man is engaged in "retiring" rogue replicants (androids) who try to pass themselves off as human.

TIE-IN: Players are asked two questions: What constitutes life/sentience? And do they have a right to interfere with what may be the natural evolution of such life? Replicants exist and aren't hurting anything, despite traits which are obviously superior to humans. Do we have the right to hunt them merely because we fear them?

1 A Human Zoo

SOURCE: An Alien Heat

by Michael Moorcock

IDEA: In the incalculably far future, humans live like decadent gods. One, the melancholy Mongrove, keeps a huge menagerie stocked with plague bacteria (viewed by screens an eighth of a mile across), alien Fluctuants (shapeshifters) and many more. The Human House is stocked with men and women kidnapped from every major period in human history — as Mongrove understands history, which is not well.

TIE-IN: Imagine what an omnipotent but clueless zookeeper might build as a habitat for your player characters. When he (it) swoops down and shanghais them for his zoo, they must figure out what he *thinks* they are before they can convince him they're not.

(1) Carrying the Weight of the World

SOURCE: Demon with a Glass Hand by Harlan Ellison (from his teleplay)

IDEA: At the story's end, the hero discovers he is carrying the populace of Earth digitally encoded in his cybernetic arm. He has been sent hundreds of years back in time with his precious cargo so that he may release them after invading aliens have died off from a plague humankind unleashed.

TIE-IN: Players may discover that they unwittingly carry the hope for the world's survival inside themselves or their possessions.

10 Dreamland Adventures

SOURCE: Dictionary of the Khazars by Milorad Pavic

IDEA: Dream Hunters are the priests of the Khazars. They make themselves at home in the world of our sleep, pursuing their prey among the objects in our dreams. The fish they catch are the ones that got away from us, growing ever larger behind our sleeping eyes.



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TIE-IN: Playing a Dream Hunter would allow a PC to explore the fascinating realm of dreams. Maybe the princess is dreaming of a blue rose, and requires a Dream Hunter to retrieve it...but what danger does he encounter in the dreams of royalty?

(B) Planar Travel by Shifting Shadows

SOURCE: "Amber" series by Roger Zelazny

IDEA: Amber is the one real world and all other worlds are merely shadows of it. Only members of Amber's royal family are able to travel between worlds by "shifting shadow," changing the world around them one detail at a time until they've morphed to their chosen destination.

TIE-IN: Imagine being able to adventure in a huge variety of surroundings without ever really leaving home.

Welcome to the Afterlife

SOURCE: Taltos by Stephen Brust

DEA: Head north. Cross the Forever Plains.

Follow Blood River till you come to

Deathgate Falls. Descend the cliffs and

Deathgate Falls. Descend the cliffs and you're on the Paths of the Dead-in-Hell, basically. Most people go there when their corpses are sent over the Falls. But a person could *choose* to go there...

TIE-IN: A very important PC dies. The other PCs cannot proceed without this person, and hence they must enter the Paths of the Dead to retrieve their fallen comrade. Naturally this won't be easy.

(6) God is in the Details

SOURCE: Watchmen by Alan Moore & Dave Gibbons

DEA: The world's smartest man chooses to make Earth believe it's under alien attack to frighten it into unification. During this time, he also kills a number of heroes to divert their attention from his plans.

TIE-IN: The players discover that the grand campaign is really for naught and the real treasure or objective is hidden behind what appeared to be a small plot thread.

(B) Rift Magic

SOURCE: "Riftwar" saga by Raymond Feist

IDEA: A "rift" is a sudden tear in the fabric between normal space and the realm of magic, with dire results for the land and area. Fortunately a young magician named Pug is able to turn the wild magic back and repair the rift.

TIE-IN: In the countryside outside the PCs' home city, reports of strange things (due to raw magic seeping through a rift) are becoming commonplace. The PCs are sent to investigate the trouble and put a stop to it before things get any worse.

The Big Picture

SOURCE: "Time Wars" series (specifically, The Kyber Connection)

by Simon Hawke

IDEA: Soldiers patrol the timestream to prevent temporal terrorism; however, they are unaware that certain weapons they use have devastating side effects in parallel universes/timelines. Unaware until those timelines—including doppelgangers of themselves— make war upon ours.

TIE-IN: Players find out that their seemingly inconsequential acts have major repercussions either in their lives or in other worlds previously unknown to them.

10 Doomsday Weapons

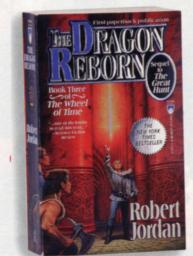
Source: Cat's Cradle by Kurt Vonnegut **IDEA:** Everybody wants the secret formula that will freeze all the water in the world. In the end, someone accidentally uses it and effectively destroys the planet.

TIE-N: Players may be aware of the powers they possess, but unaware of the extent of those powers or the consequences of using them.

(P) Redemption

SOURCE: The Bible: Old Testament Book of Judges: Chapters 13-16

IDEA: Samson, redeemer of Israel, boozes it up, sleeps around and



In the "Wheel of Time" series, magic is both powerful and poisonous.

neglects his responsibilities. After he's captured, tortured and blinded, God gives him back his power and he deals one last blow to his enemies as he dies.

TIE-IN: The PCs blow it and the town where they're staying pays the price, but after paying suitable and extreme penance, they're given a second chance to redeem themselves.

4 A Narrow Valley

SOURCE: Narrow Valley by R. A. Lafferty IDEA: In 1893, to escape homesteaders and taxes, a Pawnee Indian performs a ritual to guarantee his tribe's safety. Afterward the original 160-acre valley looks like a five-foot ditch. Stand on one side and throw a rock or fire a rifle and the rock and bullet fail to reach the other side, and those who enter the valley are reduced in size.

TIE-IN: While the PCs are gone, a rival magician performs a similar ritual and hides their stronghold. Now their land is just a ditch between two fields, or an alley between buildings. It's still there, if they can find it.

Mechs with Dragon Hearts

SOURCE: Anime series "Visions of Escaflowne" by Hajime Yadate and Shouji Kawamori

IDEA: The knights of this fantasy world pilot immense clockwork mechs into battle. Each mech is powered by the crystal heart of a dragon, which must be slain by the warrior who hopes to make use of its power. As time passes, the warrior becomes more attuned to his mech, but at a price—damage done to the mech increasingly affects his own health.

TIE-IN: A tome is recovered explaining how to engineer a mech (or golem) and link it to a dragon heart. This could play havoc on the kingdoms of the land, depending on who gains access to this knowledge.

Magic Gone Insane

SOURCE: "Wheel of Time" series by Robert Jordan

IDEA: Only females wield magic. Male sorcerers that try go insane and end up destroying themselves. Along comes Rand al'Thor who not only wields nearinfinite power, but uses that same corrupt magic to battle the Dark One himself, Shai'tan.

TIE-IN: In the PCs' home city, something has poisoned the magic source—spells are going horribly wrong, mages are dying and it's up to the fighters to get to the bottom of things.



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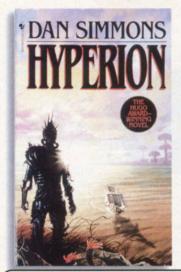
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Reverse Aging

SOURCE: Hyperion by Dan Simmons **DEA:** A female archaeologist excavating the planet Hyperion's mysterious Time Tombs contacts a rare "disease" which de-ages her. Everyday she wakes up one day younger, another day eaten away from her memory, and no mat-

vious day.

TIE-IN: One of the PCs has been affected, slowly debilitating him, and it's up to the rest of the party to somehow reverse it.

ter what, she always forgets the pre-

7 Bell Magic

SOURCE: Sabriel by Garth Nix

IDEA: Sabriel, a young necromancer, casts spells by ringing a specially tuned set of magic handbells. Each bell has its own personality, and Sabriel must concentrate hard to keep the bells under control while casting and avoid disastrous consequences.

TIE-IN: Imagine the trouble a curious PC or NPC might cause if he or she happened upon a set of magic bells and started to experiment with them. Necromancer's bells might summon up a vampire; demon summoning bells would be even more fun.

Treebeard, Phone Home

SOURCE: The Uplift War by David Brin **DEA:** When a band of rebel humans and aliens are cut off and forced to hide in a distant planet's forest, they discover they can use the interconnected roots of woodland trees to send messages to their allies. Pour a certain trace chemical into the soil, and that tree's roots

will pass on the chemical to nearby trees, spreading it over great distances. **TIE-IN:** No one can figure out how a bunch of low-tech, non-magic-using bandits are managing to coordinate their attacks on trade caravans passing through a heavily forested area where messenger communication should be slow at best. The PCs are hired to find the answer.

A If Wishes Were People

SOURCE: Anime series "Fushigi Yuugi" by Nuriko no Miko

IDEA: Once every great while, seven guardians with mysterious birthmarks are born throughout the various kingdoms. When these champions are united with their priestess, the young woman can make three wishes for her kingdom which are granted by one of four divine beasts.

TIE-IN: The PCs discover that they are part of this cycle, or must stop an enemy kingdom from assembling its champions.

Drawings Come to Life

SOURCE: Galatea in 2-D

by Aaron Allston

IDEA: If he concentrates while drawing a creature or object, illustrator Roger Simons can conjure it into physical existence: nymphs, blasters, anything—but the more powerful the creation, the more the effort drains him. He can project himself into a landscape he's painted, if it's detailed enough, and can also trap others within it. After a time, his creations develop wills of their own.

TIE-IN: Player characters meet a villainous version of Roger who offers to paint their portraits. One by one the group is trapped within his paintings. So how do they find their way out?

Goat Rhyme

SOURCE: The Wizard of Earthsea by Ursula K. LeGuin

IDEA: As a boy, Ged, the greatest wizard of Earthsea, heard his aunt speak a rhyme that lured a goat off a hut's roof. Intrigued, Ged yelled the rhyme at a herd of goats; the goats clustered around him silently. The boy became scared and ran weeping to the village, with the goats huddled tight around him all the way. His aunt sent the goats away with a word, then started training Ged in magic.

TIE-IN: A PC magician may have such incidents in his past. Or the heroes find a written incantation somewhere,

read it aloud and for the rest of the adventure they've got goats or some other beasts tagging after them.

Magic by Practice

SOURCE: The Practice Effect

by David Brin

IDEA: Anyone can make a low-level magic item by "wishing" magical power into it. But it takes a physicist accidentally transported into this new world to figure out how to create a powerful item by willing power into it while going through the motions of using it—"practicing" the magic into it.

TIE-IN: Think of the chaos you can create with an NPC capable of "practicing" a different kind of magic into an item—or practicing magic out of it—by touch.



How can you see the truth when your eyes only show decay?

Dead Eyes

SOURCE: "Dragonlance" series by Tracy Hickman & Margaret Weis

IDEA: The wizard Raistlin accepts magical power, but only at the sacrifice of his humanity: Raistlin's hourglass-shaped, golden eyes always see the deterioration of things—how a beautiful flower will eventually crumble or how a seemingly healthy male has disease coursing through him.

TIE-IN: A similar sorcerer prophesies to the party's priest about a friend's future tragedy. Will the priest challenge his god's judgment to save his friend?

1 Violent Pacifists

SOURCE: Speaker for the Dead by Orson Scott Card

IDEA: On a remote pioneer world, cute, docile, pig-like aliens—nicknamed

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"piggies"—decide to eviscerate one of the neighboring human colonists and leave him staked open to die. The colonists want blood, and the "piggies" won't discuss the matter.

TIE-IN: By showing bizarre acts like this and examining another race's rationale, a GM can point out the differences in cultures and how difficult it is to place human values on foreign cultures.

32 Seasonal Lust Kittens

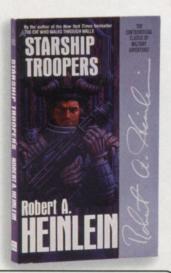
SOURCE: *Glory Season* by David Brin **IDEA:** Every woman is a clone of her mother. Only during summer are men "in heat," while fall is the "glory season" for women. During those times they may consider mating. The cities are exclusively populated by women; the men all go to sea. Each sex regards the other as slightly inferior, to be approached with wary caution.

TIE-IN: A party of PCs enters this culture and runs into the unusual attitudes of the women there. They rapidly get into trouble, and spend lots of time getting out of it.

Can You Lend Me a

SOURCE: Falling Free by Lois McMaster Bujold

IDEA: What do you really need feet for in outer space? Quaddies are genetically engineered for life in zero gravity—they have a second set of arms and hands, instead of legs with feet. Consequently they have different musical instruments, different clothing, different, um, intimate relations. **TIE-IN:** Intrepid space-faring PCs pick



Imagine dropping planetbound from space with just your armor on. Imagine Starship Troopers battlesuits. up a Quaddie as a crew member How do normal PCs interact with Quaddie society?

Way Faster than Warp Speed SOURCE: "Dune" series

bu Casal Harbart

by Frank Herbert

IDEA: Space travel isn't limited by the laws of physics. In the far future, consuming a rare "spice" allows trained navigators to warp time and space and travel huge distances nearly instantly.

TIE-IN: Something as mundane as transportation is a key part of any civilized society. Anything that makes it faster or easier immediately has great value. Anything of great value is a natural objective for your PCs and everyone who inhabits their world.

& Every Man an Army

SOURCE: Starship Troopers

by Robert Heinlein

IDEA: Future soldiers wear battlesuits that allow them to drop onto a planet from outer space. Each suit possesses the firepower equivalent of a full army division.

TIE-IN: Should such a suit get into the hands of a small-time crook or a villain on a more primitive world, he would wield god-like destructive powers.

Swords and Subways

SOURCE: Neverwhere by Neil Gaiman **IDEA:** The realm of fantasy exists along with the "real" world; most regular humans just don't see it.

TIE-IN: Set your fantasy campaign in the present day, perhaps in your own home town or city. "Regular" people can occasionally cross over into this world but are too wrapped up in their hurry-up lives to be aware of it.

3 Science Without Ethics

SOURCE: Jack Faust

by Michael Swanwick

IDEA: Faust makes a deal with an evil race with vast technological knowledge. Faust is given scientific knowledge of the future because the beings know that such information will speed up the destruction of the human race. **TIE-IN:** Scientific advancement without the corresponding (and often slower) moral advancement leads to trouble. Have your players discover electricity in the 1300s and see how quickly the church brands them as heretics in an effort to suppress knowledge that shakes up the status quo.

M Ignorance is Bliss

SOURCE: Brave New World

by Aldous Huxley

IDEA: An entire class of people is genetically engineered to be stupid so they'll be happy doing drudge work. Ignorance is bliss, but is it right?

TIE-IN: An evil ruler has insulated himself against rebellion by purposely making his subjects stupid (via genetic engineering or magic). Can you convince people they're being exploited when they can't understand the concept?

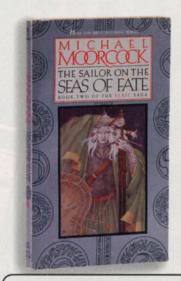
49 Arena of Lost Souls

SOURCE: "Elric" series

by Michael Moorcock

IDEA: Originally fashioned as an arena for ancient games of sport, the rotting tiers now serve as an asylum for the insane sorcerers of Melniboné who have lost their souls to dark magics. Their emaciated bodies stumble about the grounds wailing a cold harsh song of the damned.

TIE-IN: Talk about a made-to-order setting for an adventure. Imagine a party member trapped, due to amnesia or physical means, in this hellish arena. Your party has one heck of a rescue mission ahead.



A world of mages gone mad means mayhem for your PCs.

New Enemy, Old Tactics

SOURCE: The High Crusade

by Jerry Pournelle

IDEA: Alien combat technology is so advanced it doesn't take into account simple tactics or weapons employed long ago. Walking tanks become trapped in "tiger pits," arrows made with stone arrowheads can penetrate



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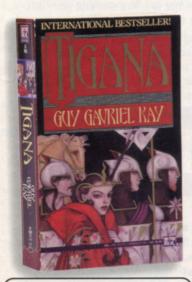
space suits made to stop energy and metal-based weapons, etc.

TIE-IN: After your adventurers lose battles fighting their enemies on their terms, an NPC convinces them it's back to the basics of warfare. Will the invincible enemy fall?

(1) Three-Fingered Magic

SOURCE: *Tigana* by Guy Gavriel Kay **IDEA:** Sorcerers who wish to practice powerful magic must cut off their ring and middle fingers. However, the use of magic is forbidden in the land, making it difficult to get away with walking around with only three fingers.

TIE-IN: You could enforce this policy on any budding spellcasters in your group. Or the PCs could be searching for a mysterious three-fingered man only to discover the dangerous truth of why he has only three fingers.



In the world of Tigana, sorcerors must cut off two fingers to practice magic. Except. it's illegal.

Long- and Short-Tailed Gar

SOURCE: Wizard's First Rule

by Terry Goodkind

IDEA: The gar are fierce, dragon-like creatures that hunt their prey with blood flies. The flies nip and bite at the prey once they find it, bringing the prey to the attention of the gar. Short-tailed gar are particularly clever—they count their flies, so if you kill one, the gar knows you're around. TIE-IN: The gar make for a great new adversary. After a harrowing battle with a long-tailed gar, the PCs discover the beasts true nature. They'll never look at flies the same way again.

R Force Negating Monkeys

SOURCE: Star Wars: Heir to the Empire by Timothy Zahn

IDEA: The Ysalamiri are harmless, monkey-like creatures that naturally radiate an area of effect that negates the Force. The more you have in a concentrated area, the greater the range of their negation.

TIE-IN: The PCs stumble across something (perhaps a pet-type animal) that negates magic, psionics, etc. It could serve to thwart them in their goal or be used against their adversary.

Detachable Head

SOURCE: Sir Gawain and the Green Knight from English folklore

DEA: A mysterious green knight appears in the king's hall and challenges any knight to trade swings at each others' heads with an axe, with the challenger going first and the knight second. The brave challenger (Sir Gawain) chops the Green Knight's head off with one swing, but whoops... the Knight is able to put his head back on!

TIE-IN: One of the PCs' friends is the victim of a similar challenge, and it's up to the PCs to bargain for their friend's life.

The Sympathetic Enemy

SOURCE: Grendel by John Gardner

IDEA: This retelling of the classic Old English poem *Beowulf* is told from the monster Grendel's point of view. Grendel attacks the Danish people because he feels excluded from human society, and the few humans he encountered when he was young were cruel and ruthless.

TIE-IN: The PCs could discover the notso-bad motivations of their sworn enemy, or *they* could play the role of the misunderstood beast.

Ultimate Power In Your Backyard

SOURCE: Lord of the Rings

by J.R.R. Tolkien

IDEA: Tom Bombadil is a powerful spirit who lives in the Old Forest. He has control over the trees, the flowers, the animals—everything. In the Old Forest, Tom is practically a god. Unfortunately, he can't (or chooses not to) leave his tiny domain.

TIE-IN: The PCs recruit the aid of an ultra-powerful ally who is limited to a set area, or their adversary could have great power in a limited area, but little power outside of it.

The Play's the Thing

SOURCE: Hamlet by William Shakespeare **IDEA:** To bait a murderous king into revealing himself, the hero stages a play that dramatically recreates the events of the crime.

TIE-IN: Creative PCs might try a similar tactic. Devious GMs, on the other hand, might use this ploy to pass along clues or give warnings to the players. Will they recognize themselves in the acted scenes? Dreams and legends work equally well in this regard.

Tickling Your Fancy

SOURCE: Vurt by Jeff Noon

IDEA: The hottest new drug doesn't come in a pill or on a chip, but on a bioengineered feather. Swallow one and get lost in a perfect-immersion, virtual-reality experience that's recorded straight from someone else's brain.

TIE-IN: A vital clue lays programmed in one of these VR feathers...but finding it requires going on a nightmare trip through someone else's subconscious. Up for it?

Learning from the Past

SOURCE: 1984 by George Orwell

IDEA: One of the secret aspects of the government is the Ministry of Truth, an organization devoted to altering records and falsifying statements to make it appear that the ruling apparatus is, has been and always will be correct. Inconvenient facts and people are erased.

TIE-IN: The PCs have crossed the wrong people and have been eliminated from public record. Or perhaps they work for such an organization, making sure that the world is exactly as the rulers say it is.

This is the End?

SOURCE: Good Omens by Neil Gaiman & Terry Pratchett

IDEA: The long-awaited Destroyer Of All Things is an eight-year-old boy. The Four Horsemen of The Apocalypse have a biker gang as groupies. The forces of good and evil battle...mostly because it's their job.

TIE-IN: A vaunted prophecy comes true, but in the wackiest way possible. Treat glorious things irreverently.

Ten writers spent 20 hours and drank 30 Dr. Peppers over a course of 40 days to arrive at these 50 ideas.

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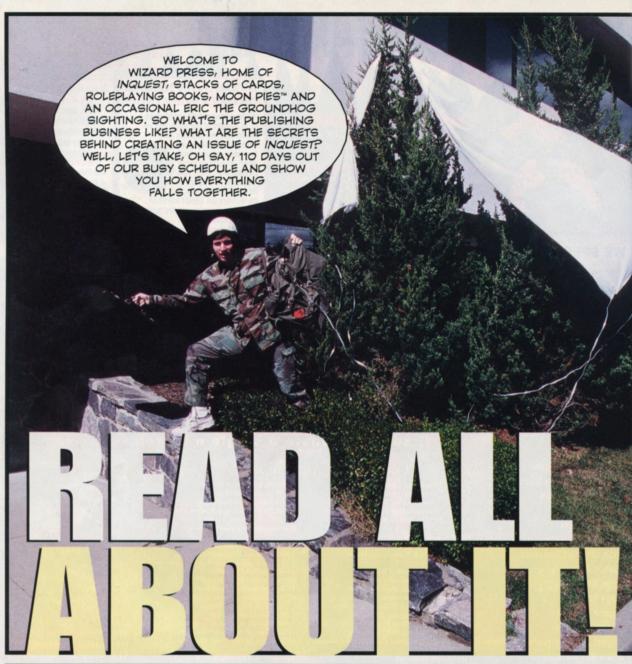
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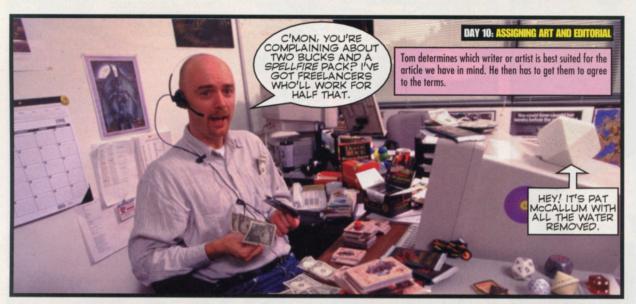
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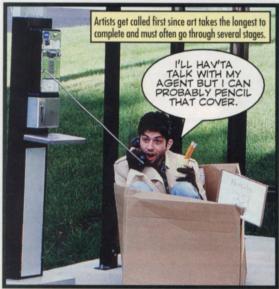




















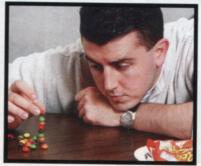


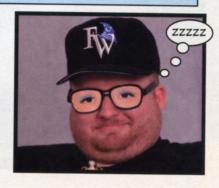


AY 46: MEETINGS

Before each article is ready for design, lots of meetings take place to fine-tune headlines, content, pictures and the occasional wise-ass remark.



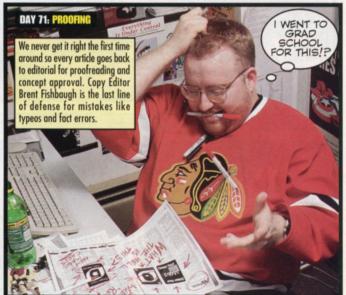














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For centuries, we've watched the Western devils bring the Age of Darkness to our lands.



CASID REAST

Fabriary





ne Masquerade

v.white-wolf.com



The Ultimate 187

BY ALEX SHVARTSMAN

66 ne Eight Seven"—the police code for homicide in the state of California—has become the call-sign for any creature that eliminates another card when coming into play. Nekrataal is the perfect 187 creature. He is, in fact, mainly responsible for the name. "We have 187 on that Erhnam Djinn," a player would say when casting it. "Possible suspect: Nekrataal."

Original 187 decks combined a black weenie horde with Nekrataals, Man-o'-Wars and Knights of the Mist to disrupt your opponent's creature strategy. With new, powerful cards from the Tempest expansion, the 187 strategy can be enhanced considerably.

The most prominent 187 creatures are Nekrataal, Uktabi Orangutan, Cloudchaser Eagle and Man-o'-War, which can be used to either slow your opponent down or to return one of your critters to your hand so that its ability can be used again.

When using these creatures, the name of the game is recycling, and the Shadow Guildmage is another cheap and effective way to do so. Early in the game it can sneak in a few points of attack damage and can kill off, or at least prevent your opponent from casting, any one-toughness creatures. More significantly, it is capable of sending your own creatures back to the top of your library.

When facing a creature horde, you can knock one off by casting a Nekrataal. Then, during your opponent's turn, block another creature with the Nekrataal then send it back on top of your library with the Guildmage. Repeat this process a couple of times and watch yourself quickly regain control of the game.

Card-drawing is important in any deck, and that's what the Ophidians are for. With 27 creatures in the deck, your opponent won't be able to kill them all, let alone a measly 1/3. The seemingly harmless Ophidian can give you an incredible card advan-

> tage—you should almost always opt to draw a card instead of dealing damage.



"Uh, I just wanted a little off the side.....

To keep with the theme of efficient recycling, this deck includes some of the more powerful 'buyback' spells from Tempest—Disturbed Burial, Capsize and Whim of Volrath.

While Disturbed Burial is basically a Raise Dead, for five mana it is a Raise Dead you can cast over and over again. Need to re-cast that Nekrataal when Shadow Guildmage is not around? Simply block a larger creature with it, return it from the graveyard and cast it again. And if your opponent has figured out your scheme and refuses to kill off your creatures? Use Capsize to boomerang the creature back into your hand.

Finally, there's the sleight-knight strategy—using spells like Sleight of Mind and Mind Bend in combination with protectionfrom-X creatures to frustrate your opponent. Whim of Volrath provides an incredible boost to the strength of this tactic. With a casting cost of one and a buyback of two, it is the cheapest buy-

ARTIFACTS

2 Barbed Sextant

BLACK CREATURES

3 Black Knight

4 Knight of Stromgald 4 Nekrataal

4 Shadow Guildmage

BLACK SPELLS

2 Disturbed Burial **2 Vampiric Tutor**

BLUE CREATURES 4 Man-o'-War

4 Ophidian

BLUE SPELLS

2 Gapsize

2 Whim of Volrath

GREEN CREATURES

2 Uktabi Orangutan

WHITE CREATURES

2 Cloudchaser Eagle

LAND

1 Brushland

4 City of Brass

4 Island

8 Swamp

4 Underground River

2 Undiscovered Paradise

2 Gircle of Protection:

1 Cloudchaser Eagle

2 Fevered Convulsions

2 Hydroblast 1 Perish

2 Pyroblast 1 Scragnoth

2 Spinning Darkness

1 Uktabi Orangutan 1 Whim of Volrath

Underground River - Rootwater Depths Vampiric Tutor — Worldly Tutor



The Scarecrow's back...and hungry for brains!

back spell in the game and, with seven assorted knights, you'll rarely have trouble finding a target.

The best way to use the Whim on your creature is to wait and cast it in response to your opponent's action. For example, you attack with a Black Knight and your opponent casts an Incinerate to kill it. In response, cast Whim of Volrath to give the knight protection from red. Incinerate fizzles and your opponent is left with an angry Black Knight still coming his way. The same trick works on blocking—wait for your opponent to block with a Black Knight of his own, then cast the Whim to make sure your own Knight survives the battle.

After sideboarding, the Whim is capable of dealing with almost any color hosers that see use in tournaments. Cards like Circles of Protection, Karma, Gloom or Dream Tides are easily canceled or even modified to hurt your opponent.

Buyback spells make this deck very mana-intensive, so it will naturally have trouble with cards like Winter Orb and Armageddon. Winter Orb can be dealt with using Uktabi Orangutans, but Armageddon is a lot harder to stop. The best way to do so is to keep control of the board at all times. If you have a creature out and your opponent doesn't, it would be a very bad idea for him to cast Armageddon. By keeping your opponent on the defensive as much as possible, you can prevent Armageddon from ruining your day.

The sideboard helps to cancel out any weaknesses as well as to increase this deck's effectiveness against various deck types. Mono-red burn may become very popular with Tempest, so there are a few COP: Reds to slow them down. Spinning Darkness is an excellent way to deal with Ball Lightning or Viashino Sandstalker—and it lets you gain three life, too. Lodestone Baubles will help against land destruction, and weenie decks will have a hard time getting around Fevered Convulsions. The rest of the sideboard cards deal with various colors and the strategies are pretty self-explanatory.

The best advice on playing this deck is to take things as they come—you won't draw a super-cool combo every time, but the deck will do fine on any decent draw. Once every few games though, you will get a combo your opponent can't stop, which may get him screaming bloody mur...er, bloody 187.

Alex Shvartsman (ash@abinet.com) wishes he could play Armageddon in his Legend of the Five Rings deck.

THEME DECKS

KEEBLER KRUNCH

It's been years in the making, but now, for the first time ever the official *InQuest* elf deck! Why wait so long? Well, you can't very well have an elf deck without an elf lord, can you? Well thanks to Tempest we finally have an elf-deck fit for print. Granted, Eladamri would be cooler if he upped the power and toughness of all the elves in play, but we'll settle for a couple of cool abilities like spell-immunity and forestwalk.

Speaking of forestwalk, it doesn't do much good if your opponent's not playing with forests—so that's what the Gaia's Liege is for (and, oh yeah, he's like an avatar of the elves' god). When you've got your army assembled, turn one of your opponent lands into a forest with the Liege, drop Eladamri into play and attack en masse. Throw in an Overrun or two and you'll have your opponent. going koo-koo from keeblers.

Jeff Hannes, Baby Elf Clubber

ARTIFACTS

- 1 Elven Lyre
- 1 Fyndhorn Bow

CREATURES

- 1 Eladamri, Lord of Leaves
- 1 Elven Riders
- 1 Elven Warhounds
- 1 Elves of Deep Shadow
- 1 Elvish Archers
- 1 Elvish Bard
- 1 Elvish Farmer
- 1 Elvish Hunter
- 1 Elvish Ranger
- 1 Elvish Scout
- 1 Fyndhorn Elder
- 1 Fyndhorn Elves
- 1 Gaia's Liege
- 1 Llanowar Behemoth
- 1 Llanowar Druid

- 1 Skyshroud Ranger

SPELLS

- 1 Aluren
- 1 Briar Shield
- 1 Eladamri's Vineyard
- 1 Elven Cache
- 1 Elven Fortress
- 3 Elvish Furv
- 1 Fyndhorn Pollen
- 1 Nature's Resurgence
- 2 Overrun
- 1 Trailblazer

LANDS

- 20 Forest
- 2 Heart of Yavimaya



MORE OF THE BEST IN TOURNAMENT-LEVEL DECKS

ILLER DECKS II

BY MICHAEL MIKAELIAN

The Yellowjacket's rotors silently slice the filthy smogcovered afternoon skies over Seattle. In the streets far below, all hell's breaking loose. "There're riots everywhere," Wheeler notes over the chopper's comlink. "Nevermind the riots, halfer, just find your target and get the hell outta there."

The Yellowjacket breaks through the smog cover over an otherwise normal street. "Like clockwork," mutters Wheeler to himself as he watches the bodyguard checking the perimeter around the corp deckers' safehouse. Without warning, Wheeler unleashes a full barrage with his nose-mounted autocannon, ventilating the patrolling troll. At the same time, Jack Hammer buzzes down the street in his Bulldog Van, leaning out the window with an SMG. Both weapons chatter away as the troll is tossed about the street like a rag doll.

Running the shadows can be rough sometimes.

The focus of this deck is to make your opponent's life a living hell. No matter what kind of deck he's playing, you'll be able to throw a troll-sized monkey wrench into the works. Some games, you'll be able to play Wheeler and his PRC-44B Yellowjacket on your first turn. Other games, you'll slowly build up, playing a Thrash one turn, a Jack Hammer the next and so on. Eventually, you'll have a small army of runners.

Whether you get an early jump or not, you can always slow your opponent down with a Riots doing two damage to all runners in play. The minimum body rating of all the runners in this deck is a three, meaning that—unwounded they can survive one Riots. If you can get an early Bulldog Van into play, all your unturned runners in the safehouse will get +1 armor. With two Vans, you can riot with impunity. Only the biggest, baddest and best armored runners can survive a couple of Riots.



"Oooo...That breeze is nice when you're 'goin' commando."

After wiping out all those dinky mages, rockers and deckers, you can put a serious dent in the opposition's medium-sized runners with a Drive-By or two. For those particularly tough runners, Wanted provides that knockout punch. There's nothing more pleasing that watching Wheeler suicide his Yellowiacket into the broad side of Lord Torgo.

Besides all those specials, there's one more way to stick it to your opponent's runners—Tempest, Combat Mage. The upside of Tempest is his reusability and the fact that he deals armorpiercing damage to every runner in play. Sure, that means your runners are affected as well, but remember that you control him, so you decide when to use his ability. He also provides the skill sorcery2 which means he can hog-tie a Hunting Gargoyle all on his own.

RIOT CONT

- 2 Archie McDeven, Detective
- 2 Jack Hammer, Rigger
- 4 Roadrash, Rigger
- 2 Tempest, Combat Mage
- 4 Thrash, Rocker
- 2 Wheeler, Rigger

GEAR

- 2 Automated Patrol Vehicle
- 2 Bulldog Van
- **4 Hunter Drone**
- 2 PRC-44B Yellowjacket

SPECIALS

- 2 Drive-By
- 1 False Mentor (Stinger)
- 2 Luck O' The Irish (Stinger)
- 4 Riots
- 3 Wanted

CHALLENGES

- 1 Ancient's Turf
- 2 Chomps-2000 Guard Dog
- 1 Guardian Dracoform
- 2 Heavy Sentry Gun
- 2 Hunting Gargoyle

- 1 Killer Drone
- 2 Mage Strike Force
- 2 Mine Field
- 2 Sabotaged Controls
- 1 Security Camera
- 2 Security Drone
- 2 Sentry Gun
- 1 Steppin' Wulf Ambush

OBJECTIVES

- 2 Amazonian Hunt
- 2 Eco-War!
- 2 Sucker Run



"I'll pop a cap in yo' lilly-livered, strawberry jam-shootin', Village People-lovin' ass!"

Tempest isn't the only reusable resource you've got working for you. Archie McDeven is just the man for the jobs no one else can handle. He keeps runners that are too big to kill a few points at a time out of your hair for a nominal fee of 3¥. As long as you can afford his fee, Lord Torgo will not bother you.

When it comes to making a run, you won't have the advantage of recon to let you know what's coming up. Instead, you have to give your runners a few drones to soak up any unwanted damage, and send in at least one extra runner you can lose without breaking a sweat. Unless your opponent is also playing an "outdoor" deck, you'll probably want to stay away from his objective. Since all your hardware is for outdoor use only, it would be useless on an indoor shadowrun.

Certain decks may give you trouble initially—decks designed to gain a lot of nuyen and draw cards while still collecting nuyen during the credstick phase. These decks usually rely on deckers using Sticky Fingers or rockers visiting the Iron Lung. These runners are either lightweight to begin, or take enough damage from the Iron Lung to come within a few points of being trashed.

Riot Control is specifically designed to deal with runners that are trashed by one to three points of damage. By using different combinations of Riots, Drive-By, Wanted and Tempest's special ability, larger runners can be made equally vulnerable. At the same time, your runners are protected from the Riots by the Bulldog Van, giving them the extra edge they need to survive in the violent world of *Shadowrun*.

The weak link of Riot Control is its inability to sleaze more than a handful of challenges. Most shouldn't be a problem, but you never know what some people will invent. If your opponent's deck can prevent the Riots, he stands a good chance of keeping his theme alive. You should also watch out for cards like Maglocks and Elite Security Mages which can tie down your Riggers. But otherwise, you're in the driver's seat.

It can get ugly on the streets sometimes, but there's nothing like a good riot and the smell of fresh blood in the air to get your runner's adrenaline pumping.

Michael Mikaelian gets all his wiz ideas from the mysterious "Mr. Russel," fixer-at-large.

UP YOUR SLEEVE

WHOOPS!

Now be careful not to cut the blue wire..." snip. B00M! Even the best make mistakes. Sometimes it's not their fault—just fate working against them for one crucial moment. When running the shadows, however, mistakes kill, and the more dead runners your opponent has, the better off you are.

Most players tend to recon challenges before making a shadowrun. They carefully remember which challenges they can sleaze and which ones they can beat in combat, then they pick the handful of runners which are just right for the job. When they have just the right combination of skills to glide in and take the objective, they run. That's when you slam 'em with a Whoops! Their eyes will

dilate in horror as they realize their flimsy band of runners could have sneaked past that Security Camera if they hadn't tripped over the potted plant in the hallway. That's when your Mage Strike Force steps in and fireballs the intruders.

"Okay," you ask,
"why don't you just
play Green Apple
Quicksteps and send
a runner home?" Well
you could, but then
they'd still have that
runner next turn.
Whoops! keeps the



usually-skilled runner around to take some well-deserved damage instead. Challenges like Mine Field work best when there are more runners present since it deals one damage to each runner present for each runner present.

Some players just make a run with enough firepower to vaporize a medium-sized dragon. Take away a skill, and your opponent's runners may be hauling extra weight for the exercise. Though not all gear requires a skill to use, some of the best do: some weapons require firearms or gunnery, spells require sorcery, spirits need conjuring and drones use piloting. If the runner loses the skill, they lose use of the related item. Your opponent may decide to send in the drones, but he may just end up with just the rigger!

During a run isn't the only good time to play Whoops!; if one of your deckers is being attacked by another decker with a Black Hammer, playing Whoops! reduces his decking skill to zero. Zip. Nada. Unless you get a bad roll, you should be able to shove that Black Hammer back down the decker's throat.

If you like the thought of a group of shadowrunners doing their best Three Stooges impersonation, try adding a few Whoops! to your deck. It'll be a laugh a minute!

MICHAEL MIKAELIAN

FILLING THE SHOES OF THE WORLD'S WORST MAGIC PLAYER

DEAD MAN'S









YOU CAN'T WIN.

It's the end of the year and Eugene T. Dudley, the world's worst Magic player, is celebrating in style. He's eating only the choicest food and using only the choicest cards; well, they're choice according to him. Eugene was going to make it his New Year's resolution to finally win a game of Magic, but he realized it's foolish to make a resolution he can't possibly keep. Instead, he's set his sights toward what he believes to be a more reasonable goal. To usher in 1998, Eugene wants you to help him turn back the clock on the current game. By the end of his turn, you must have seven cards in your hand, no cards in play, no cards in your graveyard and exactly 20 life. And this is easier than winning? It is for Eugene.

KEEP IN MIND THE FOLLOWING:

- It is the beginning of your main phase.
- By the end of your turn, you must have seven cards in your hand, no cards in play, no cards in your graveyard and exactly 20 life.
- · You currently have 37 life.
- You don't know what any of the cards in Eugene's library are, but you do know about all the cards in his graveyard.
- Never order surf and turf at a diner. They've had it waiting in the back for someone since before you were born.

CARDS IN PLAY

Auspicious Ancestor Basalt Monolith Black Lotus Gustha's Scepter (w/Shatterstorm) Ice Cauldron Lapis Lazuli Talisman Onulet Personal Incarnation Thran Force

LANDS

Island Mountain (x2) Plains (x4) Swamp (x4)

HAND

Armageddon Demonic Tutor Healing Salve Jokulhaups Timetwister Tormod's Crypt Twiddle

GRAVEYARD

Amulet of Unmaking Channel Feldon's Cane Lightning Bolt Underworld Dreams

THE CONTEST

Mail in your step-by-step solution to: DEAD MAN'S HAND: NEW YEAR'S RESOLUTION C/O WIZARD PRESS PO BOX 118 CONGERS NY 10920-0118

The winner, randomly chosen from all correct entries, will snag a box of *Tempest*. All entries must be postmarked no later than **December 26**, **1997**.

THIS MONTH'S DIFFICULTY RATING:

Brain Buster

LAST MONTH'S "SOCRATES GAMBIT" SOLUTION:

- During your upkeep, add a second counter to the Consuming Ferocity.
- Draw Final Fortune during your draw phase, putting the other two cards back on top of your library.
- Play Scorched Ruins, sacrificing Urza's Mine and Timberline Ridge.
- Tap all of your lands for mana. (2 black, 3 green, 2 red, 5 colorless mana in pool.)
- Sacrifice the Gauntlets of Chaos to give your opponent a Poison Snake and to take Mesa Pegasus token.
 (2 black, 3 green, 2 red in pool.)
- Sacrifice the Triangle of War, targeting your Marsh
 Viper and your opponent's new Poison Snake. Use the
 Jade Monolith to take the damage from both creatures. (3 poison counters.) (1 green, 2 red in pool.)
- 7. Tap the Marsh Viper to do 1 point of damage to your-

- self. (5 poison counters.)
- 8. Cast the Ashnod's Transmogrant. (2 red in pool.)
- 9. Cast the Final Fortune.
- During your upkeep add a third counter to the Con suming Ferocity. The Pit Scorpion does five points of damage to you and is buried. (5 poison counters.)
- damage to you and is buried. (5 poison counters.)

 11. Draw the Goblin Tinkerer during your draw phase.

 12. Tap the Marsh Viper to do a point of damage to
- yourself. (8 poison counters.)

 13. Cast the Goblin Tinkerer and cast Instill Energy on the Tinkerer.
- 14. Use the Ashnod's Transmogrant to turn the Marsh Viper into an artifact creature.
- 15. Tap the Goblin Tinkerer to destroy the Marsh Viper. Use the Jade Monolith to redirect the damage from the Tinkerer to yourself. (10 poison counters.)

BY BETH MOURSUND

STUMPERS

TEMPEST SPECIAL REPORT



STUMPER OF THE MONTH

• If a Magmasaur has +1/+1 counters from Sadistic Glee, are those counters added to the damage he does when he "pops"?

-ERIN TEAGUE ANCHORAGE, AK

A: Yes. At the beginning of October, Wizards of the Coast removed the special rule about uniqueness of unnamed counters. Magmasaur doesn't say "these counters," so all +1/+1 counters on it count, no matter where they came from. This rule change also affects Primordial Ooze, Wiitigo, Phyrexian Marauder and several others. It doesn't affect Triskelion and others which say "these."



This month's winner walks off with three different foreign edition *Magic* packs and a pack of *Legends*!



HUH?

Didn't Richard Garfield once say multiplication was too abusive in a CGG?

- Are multiple Furnace of Raths cumulative?
 —Brandon Michael Aiken, Midland, MI
- A: Yes. If you have two in play, a Ball Lightning does 24 damage. Ouch!
- **Q:** Does Maddening Imp kill summoning sick creatures when used?
- —Jed Carleton, Cyberspace

 A: Yes. If your opponent has a Maddening Imp. be sure to declare your attack
- ing Imp, be sure to declare your attack (even if you have no creatures) before summoning anything.
- **Q:** Can I activate the graveyard ability of the Carrionette and target a "protection from black" creature?
- —Reed Kindt, Lethbridge, Alberta, Canada A: No. Carrionette is still black, even when it's not in play.
- Qt Do cost reducers like the Medallions and Helm of Awakening reduce buyback costs? —Jack Boyle, Omaha, NE
- A: They can. Take the whole cost of the spell, including X's, buyback, extra mana for Drain Life, whatever. If there's any generic mana in that total, subtract 1.
- **Q:** I attempt to enchant an opponent's licid. He responds by changing his licid into an enchantment on my licid. What happens? How fast do you have to pay the mana if you want to change the enchantling back?
 - —The InQuest Staff
- Az His effect resolves first, moving his Licid onto yours. Then yours resolves, turning your Licid into an enchantment, which

makes his bury itself. Since yours is now trying to move onto an illegal target, yours also buries itself. You don't get a chance to change it back, since that ability is played as an instant.

Q: When a Licid hops onto a creature, it becomes a tapped enchantment. I thought enchantments couldn't tap?

-Matt Patterson, Talahassee, FL

At In older editions, there was a rule saying that enchantments couldn't become tapped, but it got removed. Note that unlike artifacts, tapped enchantments still function normally.



HUH?

"Dear Heloise: I have no idea how this card works!"

> Signed, Confused

- ♣ How the heck does Ertai's Meddling work?
 —Every Magic player
- A: First, Ertai's Meddling has errata: the spell does not resolve at the normal time. So here's how it goes. You cast Ertai's Meddling during the normal interrupt window, but nothing happens when it resolves. The spell can still be countered. If no one counters it, then once it becomes successfully cast, you put X counters on it and continue. When you resolve that batch, you skip the EM'd spell—it just sits there in limbo. It can't be targeted by interrupts any more, since it's already successfully cast. Now, on each of your upkeeps, as a phase effect, you remove a counter. As soon as you remove the last counter, the spell resolves as a triggered effect. It can't be countered or responded to at this time. If the spell's target is no longer around (for example, it was an interrupt) or is now illegal (for example, it required a target attacking creature), it fizzles. However, spells that say to play only

at a specific time will resolve successfully even though it's no longer that time.

Q: Jinxed Idol says opponent gains control "permanently." Does that mean he can't give it back?

-Chris Stevens, Tuxedo, NY

A: No. It just means the effect doesn't expire by itself.

Q: Can Interdiction counter an artifact, or just the artifact's ability?

—Anna Robinson, Pine Mountain, KY

A: Just the ability. It works really well on regenerating creatures, or on things like

Mirror Universe that sacrifice themselves as part of activation.

Q: Does playing creatures using Aluren's ability count as casting a spell?

—Tom Parker, Burlington, VT A: Yes. It's just like Winding Canyons, except that you don't have to pay the casting cost.

Q: If I have Emerald Medallion and Aluren, can I put out 4-cost green creatures for free?

-Randi Schwartz, Oceanside, NY

A: No. Aluren looks at the total casting cost. The Medallions don't change the casting cost; they just let you pay less mana.

Q: Does the card chosen for Lobotomy count as a copy of itself?

-Edgar Mesa, Santa Barbara, CA

A: Yes.

Q: Since Reflecting Pool can produce any mana any of your lands can produce, if I have two of them in play, can each of them produce all mana types?

—Brian Williams, Erie, PA

A: No. Reflecting Pool has no mana-producing ability of its own; it only reflects other lands. If all your lands are Reflecting Pools, none of them can produce any mana.

• What happens if I Power Sink a Scragnoth?

—Amanda Ridder, Rochester, NY

A: Scragnoth can't be countered, but the spell still resolves normally, and all parts of it except the actual countering still happen. So Power Sink would force Scragnoth's caster to pay X mana or tap out.

Q: OK then, what if I Dissipate or Memory Lapse a Scragnoth?

—Mark Price, Seattle, WA

Dissipate and Memory Lapse were ruled to move the spell to the library/outof-game zone instead of to the graveyard when it's countered. If it's not countered, then they don't try to move it.



Q: Can creatures in Cold Storage be targeted? Are they in play? What happens if Cold Storage is destroyed?

—Brandon Bussell, Savannah, GA

A: Cold Storage has errata. It works like
Safe Haven. The creatures put on it are
removed from the game, and any enchantments, counters, etc. on them go away.
When you sacrifice Cold Storage, the creatures come back as if just played. Any token
creatures put into Cold Storage are gone
forever; they won't come back. If Cold Storage is destroyed, all the creatures stay gone.

Q: What happens if the number of black permanents changes before Reap resolves?

—John Bryan, Indianapolis, IN

A: It still works. Reap only looks at the number of black permanents your opponent controls when it is cast, not when it resolves. It's the same rule as Land Tax.

Q: If I attack with Soltari Guerrillas, can I redirect the damage to a creature before my opponent can use a COP to prevent it?

—Dan Zamborsky, South Park, OH

A: Yes. Soltari Guerrillas' ability is played in a series at the beginning of damage prevention along with other triggered effects, before any non-triggered stuff can be played.

Q: If I Steal Enchantment my opponent's Empyrial Armor, do I get to move it onto my creature?

—Kirsten DeVries, Fargo, ND

A: No, Steal Enchantment doesn't move enchantments. This just makes the Armor count the number of cards in your hand instead of your opponent's.

Beth Moursund took in the Tempest prerelease in Alaska, so she knows all about Cold Storage.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves.

E-mail us at IQStumpers@aol.com or write to:

STUMPERS % INQUEST 151 WELLS AVE. CONGERS, NY 10920

Include your full name, mailing address and phone number.

stumpers Spotlight



Q: Can you use Essence of Air to bring out more Dynasty cards then you have provinces? A: Yes. It's what the card was designed to do.

Q: The experienced Ikoma Tsanuri's battle action states at the very end, "This is considered a use of the Imperial Favor." Does that mean you must give up the Favor to use that action?

A: Nope—it just counts as a use of the Favor for things like Confusion at Court, Severed from the Emperor, etc.

Q: If A Soul of Thunder comes up and you choose to play the event on a dishonored personality and this personality is still dishonored at the start of your next turn, what happens?

A: The official clarification is that if one or more dishonored Personalities are involved in any gain of honor to your family, they are restored to honorable status instead and you gain no family honor.

Q: What happens when Ashlim uses his ability to negate the Shadowlands trait permanantly on a Shadowlands personality that has been controlled by the Hidden Heart of Uchiban? Does the personality, lacking the Shadowlands trait, return to its owner or remain with the Heart's controller?

A: The personality stays. The Heart specifies the conditions where control of the personality returns to the original owner. "Loses the Shadowlands trait" isn't one of them.

Q: What happens when Isha 'becomes' Qamar?
A: Isha counts as both Isha and Qamar.
He prevents other Unique versions of either
from coming into play, and you can use
Lessons From the Past to lay the inexperienced version of either under him.

For more information on *Time of the Void* and other *Legend of the Five Rings* expansions, check out Jeff Alexander's official FAQ page at http://www.zzz.lipo.gtegsc.com/jwa/l5r.

HOUSE RULES

THE BEST IN MACIG CAME VARIANTS

Magic: The Wargame

By Zev Shlasinger

Your forces are hidden in a shadowy forest. Suddenly, the clamor of trees being uprooted and smashed is heard coming towards you. Your army freezes. Looming ahead, a metal monstrosity appears. Is it a German King Tiger tank? No, it's a...Mishra's War Machine?!?! That's the way Magic would be played if it had been conceived by Avalon Hill or inspired by Chameleon Eclectic's Last Crusade CCG. Welcome to Magic: The Wargame!

OBJECT: Overwhelm your opponent with an army of creatures and take over his stronghold. When you control all the strongholds, you win.

SETUP: Each player needs a deck of at least 40 cards—no lands except for one basic land of each player's choice. Shuffle another 15 basic lands, three of each, and lay them out face-up in a 3x5 grid. Each of these lands is considered a "terrain." Each player then places his own basic land face down to signify his stronghold. (See Table Layout.)

RULES CHANGES: Just a few:

- You do not have life points. You win by taking over other players' strongholds.
- You only gain mana from a six-sided die which you roll at the beginning of your turn or from creatures that can be tapped for mana.
- Any cards that would go into the graveyard are placed in a "removed from game" pile. If you run out of cards in your library, shuffle all these cards to create a new library.
- Creatures do not heal at the end of the turn. All damage remains until healed during the "heal" phase or until removed by spells.

"BE all that you can beee...in the arrRRmyyy."

In this two- to four-player variant, your goal is to navigate your creatures through areas of terrain in the center of the table and reach the strongholds of your opponents. Most of the rules are covered in the turn sequence, but first, there are a couple of important rules governing the casting of spells.

Global spells and effects do *not* affect the entire table. Instead, you must choose a terrain which you are targeting; only creatures within that terrain are affected. You may never target an opponent's stronghold terrain. Creatures with special abilities that target creatures—Royal Assassin, Prodigal Sorcerer, etc.—may only target creatures that are in the same terrain. Finally, you may only target opposing creatures with a spell or effect if you have a creature in the same or an adjacent terrain.

THE TIDES OF WAR

Players take turns in a clockwise fashion, rolling a die to see who goes first. The modified turn sequence is as follows:

1. Untap Phase. Your standard

untap phase.

- Draw Phase. All players start with five cards in hand. On your turn, you draw one card.
- 3. Supply Phase. Roll a six-sided die to determine how many supply points (mana) you add to your pool. You do not have to spend all of these points, and whatever is not spent can be carried over into your next turn. Any creatures that may be tapped for mana may be used at this point as well
- 4. Upkeep/Heal Phase. Upkeep costs are paid using supply points. You may heal your creatures by spending a supply point for each damage point healed, up to a maximum of two points per creature. All creatures with regeneration automatically heal one point for free during this phase.
- **5.** Movement Phase. You may move each of your creatures one space, horizontally or vertically, to an adjacent terrain. Creatures with the flying ability may also move diagonally. Moving a creature does not cause it to tap, and tapped creatures can still move normally. Crea-

66 INQUEST 33

tures with landwalking ability have special movement. If a landwalker's *initial* move is into a terrain in which it is "attuned," it may move one additional time.

Special rules also apply to island and mountain terrains. For islands, only creatures that have flying or islandhome may enter this terrain unaided. Conversely, islandhome creatures can only move across non-island terrains if they are "carried" by another creature. Both creatures remain tapped and cannot untap until the islandhome creature is moved into an island; the carrier remains where it is for that turn.

All creatures entering a mountain terrain become tapped at the end of the movement phase. Neither this restriction nor the island one apply to strongholds; however, when a group of creatures attacks a stronghold, the owner of the stronghold may tap one of the attackers.

6. Combat Phase. When your creatures enter a terrain containing an opponent's creatures, you are considered the attacker and combat ensues. Combat begins after all movement is done. Any creature whose color matches the terrain in which it is located gains a +1/+1 bonus which lasts until the creature moves to a different terrain. Players can respond with fast effects to alter power/toughness ratings or to remove a creature from the game.

After all fast effects are resolved, total the power of the remaining untapped creatures on each side. You may divide the damage your creatures do among your opponent's creatures however you choose—unless one of the opposing creatures has banding, in which case, your opponent chooses. No creature may be

dealt more damage than its current toughness. Your opponent then does the same for your creatures.

Players may now cast healing spells or use any Circles of Protection they control to prevent damage to creatures. Any creatures receiving lethal damage are placed in the "removed from game" pile. Use counters to mark any damage taken by the surviving creatures.

7. Casting Phase. Supply points are used to cast cards from your hand, one point per one mana required to cast the particular card; color has no impact. For example, a War Mammoth requires four supply points. When you cast a creature, it is placed in your stronghold. If you already have three creatures there, you cannot summon more until you create a vacancy.

8. Discard Phase. Each player's maximum hand-size is eight cards.

HOW TO WIN

At the end of your turn, if you are the only player with creatures in an opponent's stronghold, you take control. That player is not out of the game, but he no longer gains any supply points and he may not bring new creatures into play. If he manages to retake his stronghold, he may once again do these things. The game ends when one player controls all the strongholds.

There will be times when questions arise regarding the use of certain cards. In these instances common sense should prevail. Should that fail, get out your M-16's and settle it like soldiers!

Never one to rely on common sense, Zev Shlasinger scored 13 kills while playtesting this variant.

ASSEMBLING YOUR ARMY

The possibilities for deck construction in this environment are just as limitless as in other formats, but here are a few guidelines and restrictions:

- Decks must be at least 40-cards. You may use nonbasic lands for their special abilities, but mana-producing lands cannot produce mana in this format so they are worthless.
- · You may have no more than two of any non-summon spell in your deck. There is no limit to the number of copies of a single summon spell you may put in your deck.
- · Your choice of stronghold terrain will impact the color of creatures in your deck: you will want to take advantage of the 1/1 bonus for matching the creature color with the terrain so you can set up a good defense.
- Fliers and landwalkers are extremely valuable in this format. Be sure to include them as well as cards that grant these abilities. Other strong abilities include first strike and banding.
- Damage prevention spells like Healing Salve and cheap direct damage spells like Lightning Bolt can often make or break a battle.
- · Consider some mana-producing creatures, especially if you are known for rolling lots of ones.



" & C Wizords Of The

TABLE LAYOUT

A-D. Strongholds: All strongholds are played face down and are revealed to the attacking player only when they are attacked. In a three-player game, stronghold B is chosen randomly. Each player must select one creature from his deck and put it face down on the stronghold. These creatures will defend the stronghold from attack.

In a two-player game, the first player has strongholds at A and B and the second player has strongholds and C and D. When summoning a creature, you may choose which of your strongholds to place it in.

E. Terrains: Use 15 basic lands, three of each, to create the grid. Shuffle the cards and lay them out face up. Alternatively, you may place the cards face down and rule that a terrain is only revealed when a creature lands in it.



INSPIRATION & ADVICE FOR CAMEMASTERS



n the past, many great works of literature have been set to music and in the modern age, no good movie or TV show gets away without a theme song, if not a whole soundtrack. But unfortunately in gaming, music is either an afterthought or not remembered at all-"Hey guys, put The Cure on endless repeat! We're playin' Vampire!" However, with a little work, music can be made to provide an unprecedented intensity to your games, no matter what the genre. I've found two major methods.

The first way to use music in your campaign is simple: find a style of music appropriate to the game and play it during your sessions. There's nothing wrong with this method as long as you make sure that your players likeor at least are indifferent to—your choice for that particular session. Even if they've never heard it before, they'll most likely get swept up in your enthusiasm for the material.

The second technique is a bit more complex, but it creates a bond between the music and the game that furthers the intensity of both. Ever heard "that song?" —the one that sends chills down your spine and sets your neck hairs on end? For some, it's a blues song. For others, it's metal or classical while for still others, well...who knows? The point is this: find a song that's powerful and familiarize yourself with it. Once you're comfortable, incorporate elements of the song into your game.

For example, in a particularly religious-themed game I ran a while back, there was a scene in which the Devil berates the Savior in an attempt to browbeat him into submission. I wanted this scene to be utterly shocking, something that would symbolize all the evil in the entire game in the form of one man. The song I chose for this scene was "What God Wants, Part III" by Roger Waters, from his solo album Amused to Death. I chose this mainly for its lyrical content: it's essentially a song about the human trappings of the Judeo-Christian God. However, there were several other advantages: a majestic melody and backbeat, the unnerving sound of a crowd behind the singer and a little monologue by a televangelist at the beginning. Come showtime, I subtly pressed play and went into the monologue, then I launched full force into the tirade The players heard me and saw me, but they also heard a crowd of maniacal followers with music as hard and driving as my speech.

Another time, I was running a *Star Wars* game in which an unarmed PC Jedi was being soundly beaten by an opponent in the bowels of Bespin. For the purposes of this scene, I chose a track from John Williams' Special Edition "Return Of The Jedi" soundtrack called "The Pit of Carkoon/Sail Barge Assault." It began with tense, low tones as she was being beaten by the Dark Jedi and then... a triumphant crescendo as her hand settled upon a lightsaber a "certain someone" had dropped there several years before! With the sudden, triumphant music, the odds evened between the duelists, and she managed to overpower her antagonist.

Using music in this way requires a devious blend of timing, luck and railroading your players. Be very careful with that last bit though. It'll be a lot more obvious than usual that you're forcing them into something since you know how the soundtrack goes. You want the scene to be so poignant or dramatic that the players don't care you pushed them a bit. Excuses like "Ellen had to die. It got to the sad part" will get you hurt. The point the music hits a crescendo is the perfect moment for the characters to turn the tables on the villains or for a lost hero to make a triumphant return.

"Good combat music comes from a variety of sources. Metallica's a good start."

Be subtle, too. If your characters suddenly find themselves surrounded by good ol' boys drinking whisky and rye singin' "This'll be the day that I die." it's gonna sound cheesy. I can't be held responsible for what they do. If you get it right though, the players will eventually recognize the subtle similarities when you play the song before each session. They will praise your cleverness and artistic insight. They may even be so impressed they'll buy their own chips. Get your players to follow the soundtrack and give them extra points if they sing along. Run a musical! (Nyarlathotep.... I'm in love with a guy named Nyarlathotep....) Take advantage of one of the best things about gaming: the freedom. There are no boundaries to the game or to your musical choices.

Sean Jaffe has too many blown-out speakers to count.

Tune In

Rather than divvying up the many different styles of music, it seems easier to delineate the various types of RPGs.

Fantasy: Although horror's giving it a run for it's money these days, the ol' sword and sorcery category is still on top. AD&D, Elric!, Palladium, Earthdawn, Legend of the Five Rings and a bazillion others make up this mighty genre. Music that works depends largely on the focus of the campaign, but it's probably best to leave your techno collection at home. Classical and Celtic selections are obvious. The heavy metal bands of the Eighties also focused on this theme, and it might be worth it to dig up old Iron Maiden or Black Sabbath tapes, especially when Handel just ain't cuttin' it for those fight scenes.

Action: Games like Hong Kong Action Theater and Extreme Vengeance are about action—and action's about energy. Good combat music comes from a variety of sources. Metallica's a good start. And have you considered any of the faster techno/industrial groups like Prodigy or the Chemical Brothers? Under certain circumstances, you might even try choir music, especially battle hymns.

Horror: Goth, goth, goth. Since Vampire more or less started this trend rolling, it's obvious to include favorites like The Sisters of Mercy, Joy Division and Bauhaus. However, scary music doesn't end with black leather and facepaint. Look for anything connected to Bill Laswell, especially Deathcube K. Five minutes of this music will have you inspecting your closet for creatures of the night. Also, no gamemaster's collection is complete without a copy of Glenn Danzig's Black Aria. It is not a metal album. I promise you won't be disappointed.

Conspiracy: Of course, when playing GURPS Illuminati, Men In Black, Mage or Ninjas and Superspies, it's only natural to break out the old Bond soundtracks; however, music to calmly portray the hallowed halls of power is probably the hardest to come by. I usually go with Roger Waters' Amused to Death or the soundtrack to "A Clockwork Orange."

Superheroes: Another tough one, as it really depends on the mood of the game. You can always cheat and get the soundtracks to "Batman," "Superman," "The Shadow," or "The Phantom," but it's worth checking out metal, hip-hop, house music and even some jazz.

Sci-Fi: Machines sound like other machines. Techno and industrial music of all stripes will really bring out the feel of a good *Cyberpunk, Traveller* or *Rifts* game; check out Deathride 69's *Screaming Down the Gravity Well*. However, the human voice can provide an interesting contrast at times, and during specific points in the game, a chorus will jolt your players into realizing exactly how alien all that metal really is. Also, if you're running *Star Wars, Star Trek, Babylon Project* or something similar, it really pays to shell out for the soundtracks.

Comedy: The key word here is "inappropriate." Toon, HöL or Tales from the Floating Vagabond can benefit from anything listed prior as much as they can "Weird Al" Yankovic, Devo or Primus as long as it's played at an inopportune or clever moments. Consider a dearth metal love scene or a flowery, Beatles-inspired battle. The Bare Necessities: There are certain bands and artists no one should game without: My Life with The Thrill Kill Kult, Ministry, Dream Theatre, Pink Floyd and Danny Elfman.



training

tar Wars." The name alone conjures up images of heroic Rebels armed with blasters and lightsabers fighting against the evil forces of the Empire for the future of the galaxy. We all know the basic story behind Star Wars and, from the movies, it's clear that there is a lot more room for adventure in this universe. The Star Wars Roleplaying Game, Second Edition allows you to enter this setting and explore it more fully. Unlike most roleplaying games on the market, Star Wars isn't cluttered with

a lot of math, difficult concepts or optional rules. But like any game, it can benefit from forethought and preparation. This article will provide you with some ideas useful for your new or ongoing campaign. Please be aware that it's not possible to cover everything in these few pages and there won't be a lot of rules recapping. If you haven't read at least chapters 1-5 and 9 of the Star Wars Roleplaying Game, be prepared to get that "what-the-heck-is-he-talking-about" look on your face.

CHARACTER GENERATION

WHERE TO START

Beginning characters in *Star Wars* are just that, beginners, and new players and gamemasters may get frustrated at the characters' inability to do everything that the characters in the movies do. However, the *Star Wars* game system is a remarkable thing and, with just a few tips on how to manipulate it, both players and gamemasters will be pleased with the characters they create.

TEMPLATES

An easy way to construct a character is to use one of the many character templates provided in the *Star Wars* rulebook. These partially-built characters are great for giving new players an idea of what skills are important to that character type, what equipment they have and what sort of back

STRATEGIES

and GAME IDEAS
for BEGINNERS by jon leitheusser

STAR WARS RPG, 2ND Edition

PUBLISHER: West End Games LEAD DESIGNERS: Bill Smith, Peter Schweighofer, George R. Strayton, Paul Sudlow, Eric S. Trautman, **Greg Farshtey GENRE:** Science fantasy **RELEASE:** August 1996 CAMPAIGN SETTINGS: The DarkStryder Campaign. Tales of the Jedi, Lords of the Expanse

70 INQUEST 33

ROLEPLAYING CAME

ground is appropriate to a hero in the Star Wars universe.

Do not make the mistake of taking the character template as gospel. They are only guidelines; if you'd like to change a couple of things, by all means do so—just make sure everything balances out in the end.

CHARACTER DESIGN

Designing your own character from scratch has its own advantages and drawbacks, but you will eventually want to do it. After all, the universe would be pretty boring if there were only twenty different professions.

If you want your character to be good with a particular skill or group, be sure—absolutely certain—that the attribute associated with those skills has the highest possible number of dice in it. For example, let's assume we'll be designing a human character. All human characters have a maximum of four dice that can be allocated to any attribute. If you want to have a character that is a naturally skilled combatant, put four dice into dexterity. With this simple action your character has gained four dice worth of ability in all of the skills which fall under the dexterity attribute.

Depending on the concept of your character, certain attributes will be more important than others. A pilot needs a good mechanical attribute while a gambler ought to have

a high perception. Overall, remember that the character concept comes first; an engineer who can barely jury-rig a broken repulsorlift but can plug a stormtrooper in the eye at a hundred yards sounds less like an engineer than a mercenary who takes on fix-it jobs when money gets tight. With that said, there are a number of attributes that all characters will find important.



"Okay, class picture...and everyone say 'Ewoks!"

ATTRIBUTES

As mentioned above, dexterity determines how combatsavvy your character is. If you have a good dexterity, you will be able to attack and defend yourself well; without it, you won't necessarily be a target, but you will get frustrated in combat. In fact, many people would say it is foolish to put fewer than four dice in dexterity because so much of *Star Wars* revolves around action and combat.

The reasoning behind the importance of perception is simple; the more of which a character is aware, the more he can act. Don't you hate it when you miss an important piece of information or when you overlook the bandits waiting in ambush on the road ahead? If you'd noticed the dilemma ahead of time, you could have done something about it. This attribute has a number of other skills under it, but the ability to notice things is the most important.

Strength reflects the character's ability to take damage. When attacked and successfully hit in combat, a player rolls

Resources

GETTING STARTED:

The Star Wars Roleplaying Game, Second Edition: \$30. Absolutely necessary and the only book you really need to play. It's a good read too!

RECOMMENDED SUPPLEMENTS:

Star Wars Gamemaster Screen: \$10. The screen is useful, but the booklet inside also has a number of new character templates and vehicle quick-reference sheets.

Imperial Sourcebook. \$22. Gamemasters will appreciate this book; players will hate it. A bit thick, but it explains the workings of the Empire and includes tons of information, equipment and vehicles. The DarkStryder Campaign. \$30. A complete campaign that succeeds in putting the characters at the center of an important plot and provides numerous NPGs. A great resource for gamemasters who don't mind the fact that a lot of work has been done for them. But beware: this setting moves the characters to the fringes of the Star Wars universe, far away from the Empire and the New Republic.

ROLEPLAYING GAME

RECOMMENDED DICE:

Raid all your old board games; all you need are six-sided dice, six per player for starting characters.

training

a number of dice equal to the character's strength. If that number is greater than the amount of damage rolled by the attackers, the character shrugs it off and nothing happens. Secondly, when a character is damaged badly, strength acts as "hit points"—the more dice of strength a character has, the more hits he can withstand. Last but not least, strength is the amount of damage a character can inflict in hand-to-hand combat.

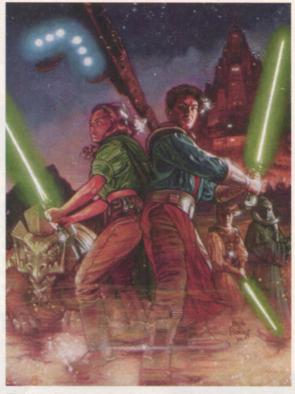
SKILL DICE

Now that you've allocated your attribute dice, move on to skill dice. A new character only gets seven dice to spend. That doesn't seem like much and it isn't when you examine all the possibilities for them. The trick is to target specific skills in which you want your character to be better than just base level. Your character should and will start out very specialized in one or two. Again, stay true to your character concept for this part of the creation process: an X-wing pilot should put skill dice into Starfighter Piloting, Starship Gunnery and, probably, Astrogation and Sensors. Spend whatever dice you have left to make sure that he isn't lacking in some important skill such as Blaster or Search. After playing a few games, you can branch out and sink points into some of those other skills you thought looked interesting. This makes your character well-rounded, personalized and more interesting.

Attempting to use skill dice to make up for low base attributes is an expensive and generally losing proposition for starting characters.

SPECIALIZING

Another option is specializing with a skill. While this allows a



"You'd better be wearing your Depends this time, 'Mr. Jedi Master."

character to get more mileage out of the few dice he has, it limits the character severely. Generally, steer clear of this whenever possible. If a character concept screams out to be specialized in one thing or another—fine, but the *Star Wars* game system does such an excellent job of creating characters that are good at every aspect of a skill, why limit

yourself by tinkering with that game mechanic? Additionally, as your character earns experience and increases its skills, you will have to repurchase any skills in which he has previously specialized; this costs you more points in the long term.

COMBAT HELPERS

The Star Wars combat system is about as simple as character creation, but there's no game system that can't benefit from a bit of preparation. The best thing to do is have quick-reference sheets for the major NPCs—including stormtroopers—which detail their attributes, skills, and equipment including their weapons' damage ratings. These simple forms will save you a lot of headaches. As characters are damaged, just make notes on the character sheet.

The two words that best describe the world of Star Wars are action and adventure. The game system reflects this and everyone must understand that this makes it pretty unrealistic—but is it ever cinematic! The game is designed so well that it's almost impossible to get bogged

Campaign Ideas

"Base? What base?" The player characters are raw recruits of the Rebel Alliance and are thrown together when their base is attacked and destroyed. They barely manage to escape armed with the knowledge that one of the Alliance members is an Imperial spy. He has since moved on to another base where the same will surely happen.

"I don't have it with me!" The characters are motivated by making a profit or paying off old debts they have incurred to some nasty crime boss. This was Han Solo and Chewbacca's motivation and look at all their trouble.

Imperial Soldiers. Why do the characters have to start out on the side of the angels? Start them out working for the Empire and slowly reveal how bureaucratic, unpopular and evil it is. This allows characters to decide when they've had enough and how to engineer an escape. Then, how does a team of ex-Imperial soldiers earn the trust of the Rebel Alliance?

Bounty Hunters. All of the characters are bounty hunters. Example plot: The group is hired by the New Republic to find Grand Moff Lotter; the Grand Moff was responsible for enslaving the people of Vald and commanding their extermination after the defeat of the Empire. The New Republic did not take the news of this act of genocide lightly, but the Grand Moff has disappeared except for a few whispered rumors.

down in arguments about rules, but if this starts to happen, err on the side of exciting action. If that's not appropriate, side with the players; after all, they are the heroes.

FORCE SKILLS

Everyone will be tempted at one time or another to play a character with Force skills. Resist that urge for as long as you can. Luke wasn't a Jedi when "Star Wars" started. In game terms, he was a Force sensitive brash pilot. If you want your character to eventually learn Force Skills, make sure he's Force sensitive and be willing to play for a while before you start to pursue training in the Force.

Understandably, the idea of wielding the Force is tempting, but for a beginning character, the problems and obstacles it presents are incredibly limiting. This is because every die in a Force skill costs you one die out of your attributes and because it is very difficult to use Force skills effectively.

If you feel you must start play as a Forceuser, here are a couple of tips. First, concentrate on Control and/or Sense. These two skills have many more abilities and are generally more useful. Second, accept that your gamemaster will be in control of what Force skills and powers you will be able to learn. Third, although it won't be as fun to start with, keep the number of dice in your Force skills low. Doing this will keep you from crippling your character by taking too many dice out of his attributes. Your gamemaster really shouldn't let you start the game with more than one die in a Force skill anyway.

The best powers for characters with very few dice in the related Force skill are Concentration, Control Pain, Life Detection, Magnify Senses and Telekinesis.

THE WRAP UP

The information presented in this article should help you to create and run more entertaining characters and games but the best place to turn for ideas on how to run a game and what sort of characters are appropriate are the Star Wars movies and books. Gamemasters can learn a lot from these sources in terms of how to confound players without frustrating them and players can learn how a real hero in the Star Wars universe acts.

The most important piece of advice: Recognize that the characters are the heroes of your campaign, and as such, they should always win—but not without facing down incredible adversity. And, have fun!

When it comes to Star Wars, Jon Lietheusser can't win. He always has to be Ewok or the Ugnaught.

sheet

IONA RETTER

lona grew up a "navy brat," following her parents from one assignment to another. Her parents taught her of their families' long and illustrious history in the military and instilled in her a sense of duty to the Empire. It was only natural that when she came of age she joined the service.

Quietly idealistic, she saw her belief in the Empire shattered when her brother was arrested and his friends executed. So far, she has not been able to find any information on her brother or what he was involved in, but she continues to look. Her search has been made more difficult since she was revealed as a spy for the Rebel Alliance/New Republic by Moff Arundel and has had to flee.

TYPE: Imperial Intelligence

Agent, "retired"

GENDER: Female

SPECIES: Human

AGE: 22

HEIGHT: 5'6" WEIGHT: 49kg

DESCRIPTION: Iona has closely cut red hair and bright green eyes. She moves with exceptional grace and prefers to wear a black one-piece bodysuit and a short vest of bantha leather.

DEXTERITY 4D

Blaster: holdout blaster 5D+1

KNOWLEDGE 3D

Bureaucracy: Imperial

military 4D+1

MECHANICAL 2D

PERCEPTION 4D

Forgery: Imperial I.D. documents 6D, search 5D,

persuasion 5D, sneak 5D

STRENGTH 3D

TECHNICAL 2D

Security: 3D+2

MOVE: 10

FORCE SENSITIVE?: No

FORCE POINTS: 1

DARK SIDE POINTS: 0

CHARACTER POINTS: 5

EQUIPMENT: blaster (4D), holdout blaster (3D), vibroblade (STR+3D), 6 throwing darts (STR+1), Imperial I.D., 3 medpacs, utility belt, 200 credits

SPECIAL ABILITIES: None

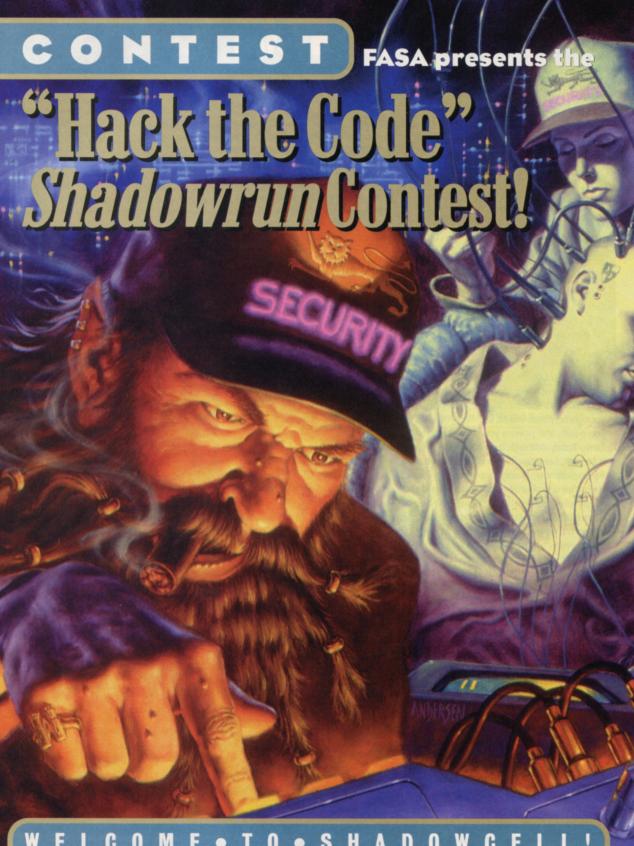
PERSONALITY: Quiet and professional but friendly, with a disarming charm that belies her purposes. She has often been accused of being a little too serious.

OBJECTIVES: To rescue her brother from Imperial imprisonment and revenge herself on Moff Arundel for making her search for her brother more difficult.

QUOTE: "No, this will work...we'll go on three."



Illustration by Paul Butla



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74 INQUEST 33



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For a list of winners, available after Fabruary 13, 1998, send a selfaddressed stamped envelope to: Hack The Code Winners List, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

SCAN . THIS:

Below are seven *Shadowrun* trivia questions no corp deckhead could grok. The answers can be found throughout this issue of *InQuest*, hidden among its usual departments and columns. You must find the hidden answers, note the page number they appear on, and mark that page number on the code box below. But note: A box can contain only one digit, so if a page number contains more than one digit, use more than one box. And remember, page numbers must be entered in the order the clues were given. Now get hackin', runner!

QUESTIONS:

- 1. Who is the former capo of Seattle, now deceased?
- 2. Who said, "Some folks can do more than I can, but no one is better than I am at what I do"?
- 3. What is the name for the all-female metavariant of elves?
- 4. Who was SK technology pioneered by?
- 5. What "effect" compels a person to betray themselves and others?
- 6. What is an Ork's scientific name?
- 7. Who sets all standards for legitimate magical practice in the UCAS?

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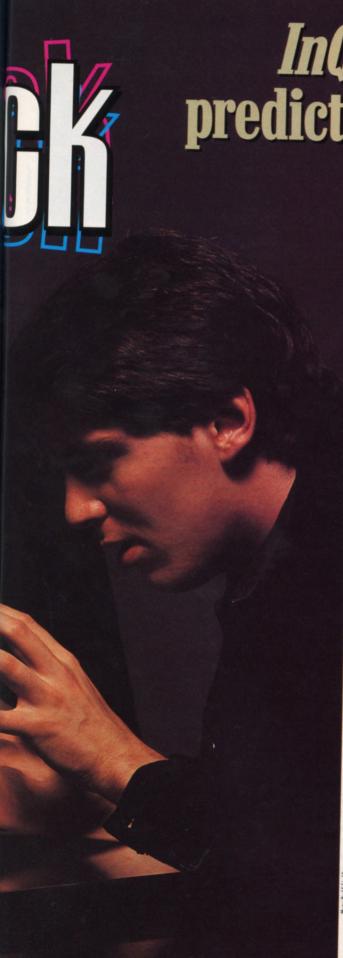
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InQuest's top 10 predictions for 1998

By the InQuest staff

nQuest recently made a ground-breaking discovery: If you don't eat anything for a long time and stare into a "Magic 8-Ball," you start seeing things.

We're not talking just about seeing triangles with "Reply Hazy. Please Try Again." We're talking about real stuff...weird stuff. Things like the secrets of the ancients. Mystical symbols. Tía Carrere and David Duchovny wearing nothing but rare BattleTech cards and a smile. And, of course, the future. (We told you it was weird.)

Stunned by the enormity of this discovery, we wasted no time in stowing our Moon Pies™and tuning our efforts into finding out what 1998 holds for gaming. Here's what our nutritionally deficient minds saw:

1. New victory conditions for *Magic*.

When Magic: the Gathering first hit the scene, there was really only one practical way to win: knock your opponent to zero life. The Antiquities expansion brought cards like Millstone that made a second way—depleting your opponent's library—a plausible victory condition. Legends brought us poison counters. Since then...nothing.

Magic's due for a new way to win, especially since alternate victory conditions have been integrated so well into other CCGs. In the Dagobah expansion for Star Wars, completing all the Jedi Training cards nearly assures victory, while Legend of the Five Rings began with three victory conditions and, through the Black Scrolls, added a fourth in Time of the Void.

In the next stand-alone set for *Magic* we expect something like *L5R*'s Elemental Rings: five cards that, if in play at the same time, win the controller the game. They'll have a high casting cost, but be able to be played as instants in response to other events: One might be brought in after countering a spell, for example, or after dealing 10 times a creature's toughness in damage to it. It'll add a whole new level of strategy to *Magic*.

2. CCGs become serialized

One of the big hits this year in the horror fiction world was Stephen King's "The Green Mile" series. Every few weeks, a new chapter of the story was told in mini-novels of around 100 pages. Fans scarfed them up like candy, pushing the books to the top of the bestseller lists.

Now, Five Rings Publishing is doing a similar thing with its CCGs. The Scorpion Clan Coup expansion for Legend of the Five Rings and Rage's Snake Eyes saga are being released in 50card bursts around once a month. Fans of the game will enjoy the feel of following a storyline and the thrill of new cards every month. Collectors will appreciate the ease with which smaller sets can be completed. And retailers will see a continuous stream of sales rather than the spurt-and-famine style that accompanies the present release schedules. By spreading out their purchases, gamers will be able to buy more cards, yet feel like they're spending less.

We think this plan can't help but succeed, and are waiting to see other games follow suit. Games with no established storyline seem a natural for this plan; as with comic books, it'd be cool to go to your local game shop every month and pick up the next episode of the Bat-



3. "X-Files" next big RPG.

Conspiracy-type roleplaying games have a poor history despite quality games like Conspiracy X and GURPS: Illuminati and the overwhelming presence of television shows such as Millennium, Profiler, The Pretender and Dark Skies. In 1998, we'll see an RPG adaptation of the most popular series of the genre, The X-Files. We've already seen that Fox is willing to put the X-Files name on just about anything related to the show, including a pretty good card game and buttloads of forgettable posters, T-shirts, comic books, etc. This game has a lot of potential; followers of the show will be intrigued by the further adventures of their heroes and the chance to possibly play Mulder, Scully, Skinner—maybe even Deep Throat or X. The show itself has a plethora of ideas built in from past episodes; plots can continue from those episodes—perhaps an entire race of flukemen—or strike out into territory uncovered

CCGs will become serialized like comics.



"The X-Files" RPG will be made.

by the series such as alchemy or Atlantis. Toss in the added media exposure and X-Philes excitement for the coming bigscreen movie, and you've got a recipe for success.

4. Magic patent kills most CC6s.

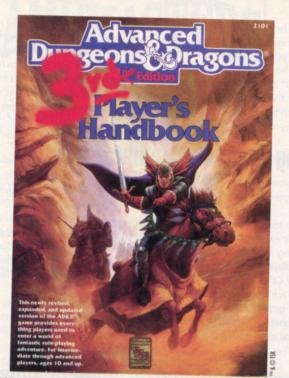
This is a no-brainer. Wizards of the Coast (WotC) has the law on its side as well as a majority of fans. The copyrighted play elements—like altering the orientation of a card to use its power and the creation of decks-encompass parts of just about any CCG headed to market and will cause designers to wonder if adopting any of the patented elements is enough for a lawsuit against them. Additionally, WotC wants to license current games which violate the patent, meaning companies must either pay a chunk of money to WotC and turn over the rights to their game or shut down. This will make smaller companies think twice before releasing a new product or pay licensing fees to acquire existing properties. Many creators will opt either to bag the gaming biz entirely, come up with a truly unique CCG concept or turn their attention to creating RPGs and board games with innovative formats such as Settlers of Catan, where the hassle is less and the potential rewards are greater.

5. Miniatures muscle in on mass market.

As we reported this summer, miniatures games like Games Workshop's Warhammer series and FASA's BattleTech are generating a lot of buzz and sales are up. When we first heard



Ready-made painted miniatures will spawn a new gaming boom.



D&D will finally adopt a point-based system.

that people were selling their *Magic* cards to buy miniatures, we thought it was a joke. When we saw it first-hand, we had to believe.

But think about it: miniatures gaming combines toys with gaming and modeling. What's not to like? Answer: the price. Those lumps of lead cost *beaucoup* bucks! And modeling is not everyone's forte and takes valuable hours of precious gaming time. Who has two months to paint up an army?

Well, fear not, effendi. Say bye-bye to the burdensome washing, prepping, painting, detailing, and drying that miniatures gaming requires. Say hello to modern manufacturing that allows for cheap, detailed, full-color orcs, mechs and anything else game designers can dream up. Result: miniatures gaming for the masses. Take out the tedium and you attract gamers weaned on easily accessible games like *Magic*.

Now make some of the miniatures slightly different and charge more for the powerful ones and you have a collectible miniatures game. The mind boggles.

6. DED rebounds with a Third Edition.

Now that WotC owns the rights to the immensely popular Advanced Dungeons & Dragons roleplaying game, it's hard to believe they won't take this opportunity to repackage their new pet. C'mon, this is a company that released *five* editions of Magic in less than four years.

What will they do to spruce up the system without making over 10 years of supplements obsolete? We're betting AD&D (now back to being called D&D) will relaunch with a third edition, finally taking a bold stride toward something most other RPGs discovered in the early '80s—a point-based system. The creative people at TSR already started the transformation with the *Player's Option* series of books; it's only natural to combine these elements into a new core system.

But WotC's influence won't stop there. Rumor has it that they're already working on a Dominarian campaign supplement for D&D. What better way to launch a new system than with

a Magic-based setting that encourages players to use the new mechanics?

Granted, you can't just turn these things around in a day, or even a few months. Look for the "new" D&D—Urza, Mishra and all—toward the end of the year.

7. WotC cuts out the middle man and buys their own distributor.

Building on the monopoly they seem to making of the gaming industry, WotC will buy their own product distributor. The two mega distributors are Chessex and The Armory; with Chessex on the west coast, they seem to be the likely choice.

Why the move? Control. From an economic standpoint, controlling your own distribution system results in a much greater profit margin as you're eliminating the middle man and going straight to retailers. WotC can also set price standards they're comfortable with and ensure that *Magic*, *D&D* and all of their other gaming products go exactly where they want them.

What are the dangers of such a move? Many other distributors will go out of business and will likely band together to try and compete with the WotC "juggernaut." Retailers may feel the pinch having to split their orders (WotC vs. everything else) and thus receive a smaller percentage discount. Taking on a huge task like running the entire distribution system for Magic—let alone Five Rings and TSR products—will mean, if we're lucky, some difficulties and delays, and if we're not—a collapse in the gaming industry. Marvel Entertainment Group went through a similar situation in the comics field and ended up declaring bankruptcy.

What's this mean for fans? A loss in net profit may put some local retailers out of business. Small games may be neglected, edged aside by the high-profile WotC products. Not a good thing.

8. Richard Garfield Won't design another CCG. ever.

The designer behind such games as Magic: The Gathering, BattleTech and Netrunner will certainly not create a nother collectible card game next year, and our guess is he's so



Richard Garfield's looking toward online gaming, not CCGs.

burnt out on CCGs, he won't be coming back. Sure, WotC might consult with him on their card game designs, but he'll be dedicating his time to other game arenas.

What arenas? We know he loves board games (his first WotC game design was a board game, RoboRally), and he's

riesy of Wizards of the Coast

Like That's Really Gonna Happen!

While channeling the you-can-bet-yerlife-on-'em predictions detailed on these pages, we hallucinated a bunch we're not willing to stake our lives on; but if we had a dollar, we'd bet on these bad boys:

- White Wolf Game Studio will acquire the rights to Battle Cattle from Wingnut Games. The game will be retitled Bovine: The Rendering.
- i ICE and Five Rings Publishing will join forces for Legend of the One Ring, a Tolkien-style fantasy set in medieval Japan. Art for Yogo Sauron's Army and the Esteemed House of Baggins will hit the internet in March.
- "Magic: The Gathering: The Motion
 Picture" hits the theaters this
 summer with Patrick Stewart as
 Squee and Will Smith as Gerrard.
- Someone, somewhere, will find yet another way to market a "Babylon 5" game.
- In an unparalleled crossover, the final *Spellfire* expansion, *Last Gasp*, introduces the infamous Evil Fish Men.
- Fresh off a company-wide editorial summit, GURPS debuts the 128-page Plants, Rocks and Trees supplement. "It's the only thing GURPS hasn't covered," Steve Jackson will say.
- In the spirit of better, equal playing environments, *Magic*'s Sixth Edition will ban player damage.
- Chaosium will announce the release of *The Triumph of Cthulhu* supplement for the *Call of Cthulhu* RPG. It'll be a page long.
- Flying Buffalo teams up with KFC for a "Flying Buffalo Wings" value meal with free dice.
- In response to Viacom's lawsuit against White Wolf, David Copperfield and Doug Henning sue WotC. The Sixth Edition of Pulling-Rabbits-From-Hats: The Gathering is released on schedule.

mentioned how he's been tinkering around with roleplaying systems. But Garfield's a shrewd guy—he knows the real future lies in network computer games (call 'em virtual roleplaying, if you will). Think about how many players are a keystroke away over the Net. Think how impressive modern-day graphics can be and how much they add to the "feel" of a game you're playing. WotC has already made strides in this area (remember the *Netrunner* puzzle/stories they uploaded to the Web?); it's not much of a stretch to predict a Garfield-created or Dominaria-based world setting heading our way in '98 a la *Ultima Online*.

9. Company worlds will collide.

No company has dominated the hobby game biz like WotC currently does. Are the smaller companies going to just sit by and watch their own extinction? We don't think so.

Look for them to team-up on joint projects and try innovative things to expand the fan base of their existing lines. We can't think of a better way to accomplish that than by tapping into already established products. Think, crossover. What World of Darkness player wouldn't like a change of pace like tangling with Cthulhu in a *Vampire/Call of Cthulhu* crossover? Wouldn't the kindred still exist in the far-far-future of *BattleTech*? Vampire mech jocks? *Très* cool.

Even WotC will get in on the act. We see an ambitious crossover detailing a war between *Dragonlance's* world of Krynn and another TSR world. In light of the popularity of oriental settings in gaming, our bet for this other world is *AD&D's* oriental setting, Kara-Tur.

10. CCGs trade cardboard for motherboards.

It's an unwritten rule that if you're looking to design a new CCG, the only way to go is with a licensed property. Problem is, the huge ones ("Star Wars," "Lord of the Rings") are already taken. So what's left?

Simple. With "Mortal Kombat: Annihilation" already in theaters and the *Resident Evil* and *Tomb Raider* movies on the way, video games haven't been this hot since Pac-Man Fever. Heck, they're even coming out with a line of *Tomb Raider* action figures. So why not CCGs?

Sure, the first video-game CCGs (Mortal Kombat and Killer Instinct!) failed miserably, but they came at a time when the market was flooded with new games looking to cash in on the success of Magic and their designs were less than inspiring. The patent law isn't going to prevent game companies from designing new

CCGs, but it will encourage them to come up with something substantially different from Magic.

This is good, because card-gamers will be looking for something new, and video-gamers are looking for, well, anything having to do with their favorite games. Doom, Duke Nukem, Resident Evil, Tomb Raider—they're all big. Expect to see at least one of these games to appear as a CCG in '98, if not several of them.



A Resident Evil movie is in the works, with the CCG right behind.

The InQuest editors can always predict the weather...at least those that have cable.

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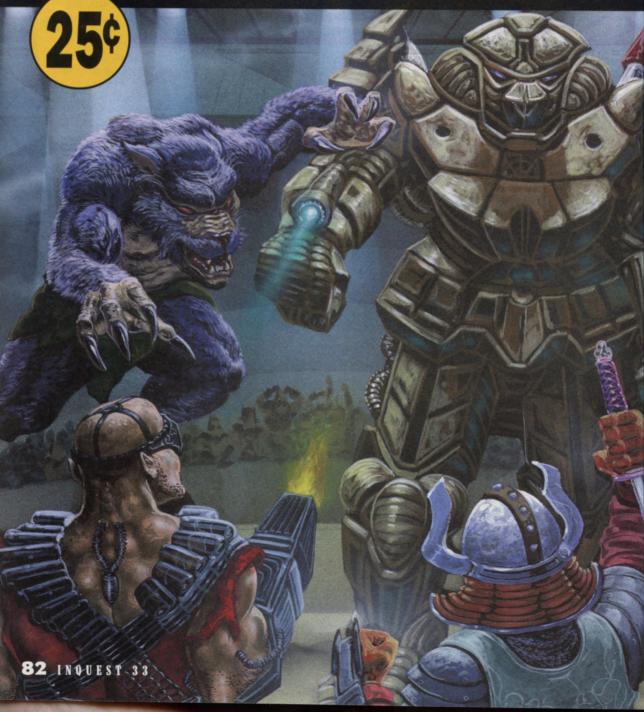
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By the InQuest staff. Artwork by Ed Beard Jr.

"WHAT THE HELL'S GOING ON HERE?"

If you ask that very question every time you lay the cards to your favorite collectible card game on the table, then InQuest is here to help. Many CCGs have rich backgrounds: Legend of the Five Rings, BattleTech, Shadowrun and the new Rage come to mind. However, you usually only have the faintest notion of the story through bits and pieces of flavor text and pictures. Be it werewolf or samurai, mech pilot or runner, once you hear the real stories behind the CCGs you've fallen in love with, you're guaranteed to fall even harder...



Rage takes place in the World of Darkness popularized in White Wolf's Vampire: the Masquerade RPG, a bleak reflection of our own. Gargoyles sit atop skyscrapers as smog chokes the urban skies. In this world, you'll find vampires, mages...and, of course, werewolves. Rage is their struggle.

The Earth, which the werewolves call Gaia, is doomed to fall prey to pollution and corruption, personified as a celestial entity called the Wyrm. The werewolves, who call themselves Garou, were responsible for protecting Gaia...but fell prey to their own petty squabbles among themselves. Now, as the millenium ends, the Garou fight to keep the world safe from the oncoming Apocalypse.

The Wyrm's presence on Earth is manifest in a financial juggernaut called Pentex, Inc. If something pollutes the world, corrupts the mind or rots the teeth, Pentex probably has a hand in it. Every day, they gain a greater grasp of the planet. Meanwhile, the sacred spots

of untainted energy known as caerns grow fewer and fewer as the various tribes and septs of Garou compete to control and "protect" them.

Garou have a code of laws and rites called the Litany. The Litany has many parts to it, and its song defines the traditions in Garou society. Some of the basic tenets include combating the Wyrm whenever it manifests itself, respecting the territory of others, not eating the flesh of humans and so on. While there are deviations from tribe to tribe, these are the basics that Garou follow.

Garou gather in packs and have varying purposes, depending on their tribal makeup. Some packs choose to seek out the Wyrm at all costs, while others want to expand their own territory by fighting with rival packs. Besides uniting through a common purpose, the pack shares something else as well: When the pack is first created, it receives a totem spirit, which serves the pack as their quardian and link to the Umbra, or spirit

Meetings of Garou are known as "moots." They have social, politcal and religious aspects and are called on the full moon at caerns. Many things can happen at a moot: a spirit may be summoned. plans according to the pack's purpose are

discussed, violators of the Litany are punished, heroes honored, Moon Bridges open (allowing travel from one caern to another) and most importantly, the caerns themselves are recharged from the moot ceremony of the Garou.

Although the events of Rage cover the whole World of Darkness, the newest expansions for the game will take place in Las Vegas, Nevada. The Snake Eyes series will debut the brand new rules system and themed decks revolving around individual tribes. Look to dig your claws into them this winter.





Imagine a medieval Japan with magic and D&D-type creatures and you'll have a fairly accurate picture of Rokugan, the setting for the Legend of the Five Rings roleplaying and collectible card games.

Rokugan's legends hold that the earth and man were created by the gods Lord Moon and Lady Sun. Lord Moon believes his children—who possess elements of both sun and moon would grow to be more powerful than him, and decides to eat them. Lady Sun manages to smuggle one of her sons, Hantei, away and explain to him that he must rescue his siblings. She trains him in the arts of combat and. in the inevitable clash of father and son, Hantei slices open his father's belly and the previously eaten children fall from heaven and land on the Earth. One of the sons, however, manages to grab Hantei and he too falls to Earth.

Eight of the children land near each other and decide to help mankind, promising: "We will teach you the ways of the world and we will protect your from its evils. Serve us with humility and obedience and we will keep this promise." The ninth son, Fu Leng, lands far away in a crevasse and becomes trapped under the earth.

The remaining eight children then hold a tournament to see who among them shall rule the world. Hantei's great martial skills help him win and he is named emperor, forming the Hantei Dynasty. The other seven children each form a clan to serve the empire.



Hida forms the Crab Clan, who become known for their combat prowess and their lack of social graces. Doji founds the Crane Clan and his daughter becomes Hantei's wife. Every emperor since has chosen a Crane Clan bride, giving this Clan much sway at the imperial court. Togashi establishes the Dragon Clan, a secretive group that mixes battle skill with magical knowledge. Akodo forms the Lion Clan which becomes known for unquestioning devotion to the emperor and unmatched tactical skill. Shiba heads up the Phoenix Clan, which wastes little time learning the ways of the sword, choosing instead to train the most powerful shugenia (magic users) in the land. Bayushi's Scorpion Clan finds their niche in information peddling and become masters of subterfuge. Lastly, Shinjo establishes the Unicorn Clan and is tasked with exploring the Emerald Empire. They pursue this task with zeal and disappear for 800 years. When they return, they bring with them many strange customs and unrivaled horsemanship skills.

As the story goes, Fu Leng emerges from his "grave" and attacks the Emerald Empire. The time he spent underground poisoned his mind and taught him black magics. He amasses a large army of creatures that inhabit the area around Rokuganthe Shadowlands—and uses vile sorceries to defeat the clans in battle. It is on the eve of a lost battle that a wise monk named Shinsei shows the emperor how to defeat Fu Leng. His wisdom becomes the Tao of Shinsei and is now followed by all the clans. The Tao features the Five Rings, or steps to enlightenment.

During the course of the card game, the last Hantei emperor dies with no heir, and Fu Leng possesses his body to again try to destroy Rokugan. However, the clans unite on the Day of Thunder to defeat him. The fallen Lion, Akodo Toturi, ascends to the throne, becoming the first Emperor who is not a Hantei.

That's where the original L5R story ends. But don't sell your katana just yet. The next story arc, called The Hidden Emperor, begins soon.

Ready to deal a blow for the Emperor? It doesn't take great magic or rare cards to have an edge. This all-commons L5R Lion Clan deck will have you fighting tough in no time:

DYNASTY DECK

PERSONALITIES

- Kitsu Okura
- Matsu Chokoku
- Matsu Goemon
- Matus Gohei
- Matsu Toshiro
- Matsu Turi
- Matsu Yojo

HOLDINGS

- 3 Copper Mine
- Geisha House
- Jade Works
- Sanctified Temples
- Small Farms
- Hawks and Falcons

FATE DECK

ACTIONS

- Block Supply Lines
- Charge
- Contentious Terrain
- Defend Your Honor **Diversionary Tactics**
- One Koku
- Rallying Cry
- Refugees
- Superior Tactics

ITEMS 2 Jade Bow

FOLLOWERS

3 Traveling Poet



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BattleTech is mainly about big fighting robots. But there's a lot more to the story than hunks of metal blasting each other. In each "mech" there's a pilot—a mech jock. And every mech jock belongs to a faction fighting for dominance in the feudalistic world of 3049.

Mankind began on this path in 2020, when it first discovered fusion power. Seven years later, the migration to the stars began with the colonization of Mars. Nearly 100 years after that, faster-than-light travel allowed for the founding of New Earth in the Tau Ceti System; 20 years later there were more than 600 Terran colonies scattered across a sphere 80 light-years in diameter.

This rapid colonization proved the deathknell of the peace humanity had known. Constant revolt forced the Terran Alliance to grant independence to various far-off governments (basically all those more than 30 light years from Earth by 2242). Even so, supporting the many colonies it still had, led to the fall of the Terran Alliance. In its place rose the Terran Hegemony.

During the Hegemony's rule, the Peer List was established. The Peer List led to the creation of feudal ruling families in the various independent territories surrounding the Hegemony. Wars followed, leading to the Ares Conventions, a set of rules for warfare which outlawed atrocities against civilians but, essentially, legalized war.

In 2556, lan Cameron, then leader of the Hegemony, united almost all the colonies and formed the Star League. This alliance resulted in 200 years of prosperity but eventually fell to a coup d'etat. Centuries of war followed as former members of the Star League fought each other for power in the Succession Wars.

Presently in the world of BattleTech, it is the year 3049, and four vast star empires—known as the Successor States—dominate humanoccupied space:

The Federated Commonwealth. Led by the brilliant strategists of House Davion, this faction was formed when the Lyran Commonwealth, the wealthiest faction, allied with the Federated Suns, the most militarily and scientifically advanced faction, forming a super-state the other Successor States haven't been able to withstand.

Draconis Combine. A faction that lives by the oriental code of bushido—

the way of the warrior. Shiro Kurita leads this group that rarely sets aside its tendencies toward violence, arrogance and ruthlessness in favor of cooperation.

Free Worlds League. Three loosely structured mercantile associations left behind in the chaos following the Terran Alliance's decision to grant independence to many of its wayward colonies. Thomas Marik of House Marik heads this group.

Capellan Confederation. Various smaller states united under Duke Liao, this confederation has lost nearly 75 percent of its territory to Houses Marik and Davion. Now Liao has managed to forge the remnants of his empire into a rock-solid core of fanatic warriors willing to die rather than lose more territory.

This is where players step into the *BattleTech* universe. Just remember, he who has the biggest mechs, makes the rules, and you'll do all right.



Now that you know the story. Try this BattleTech CCG deck made from all commons, yet uncommonly potent.

COMMAND CARDS

- 3 ComStar Support
- 3 Disguised Coordinates
- 4 Outreach Mercenary Training
- 9 Support: Assembly
- 2 Support: Politics
- 4 Support: Tactics
- 3 Treachery!

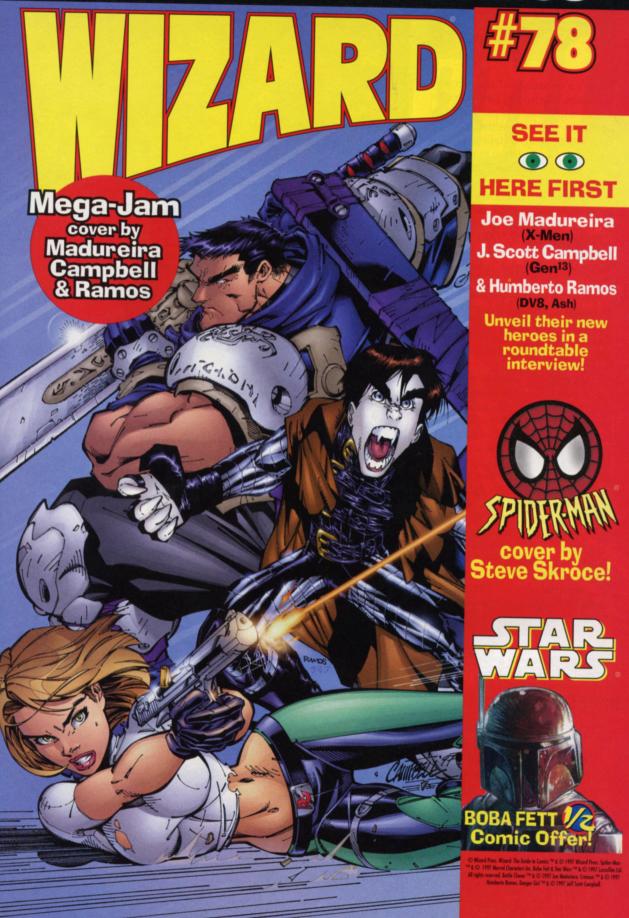
WECHS

- 1 Awesome AWS-80
- 1 Grasshopper GHR-5J
- 2 Stalker STK-3F
- s Jagermech JM6-DD
- 5 Whitworth WTH-1
-) militanitiimin-
- 6 Wolfhound WLF-2
- 6 Zeus ZEU-98

MISSION CARDS

- 2 Feint
- **2** Lance Diversion
- 2 Overrun

The Next Wave in COMICS



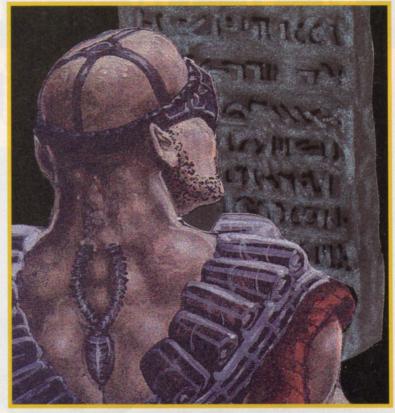


What's a shadowrun? It's a covert operation, financed by someone with money and power and performed by operatives who have neither. It might be a kidnapping, a dataraid...or a murder. It's a way to get things done while keeping your hands clean.

The world's come to this because Virally Induced Toxic Allergy Syndrome (VITAS) killed millions in 2010 and triggered the "Year of Chaos" in 2011 That's when widespread warfare broke out, governments toppled and magic "reawakened." A basic premise of Shadowrun is that magic is a normal part of human existence and though a lull in the mystical energies has resulted in its absence for many years, the lull has subsided and magic is back.

Not only did the Awakening bring back magic, people unpredictably metamorphosed into beings with strange deformities and powers: orks, dwarves, elves and other mythological creatures reappeared on the landscape. Shamans and mages proved that the astral plane and the spirit world were real and able to be manipulated. Technology has advanced at a rapid pace. No longer confined to just flesh and blood, artificial enhancements of cyberware became available to make humans stronger, faster and smarter.

The vast global communications network collapsed due to a computer virus. Nuclear missiles were lauched, but failed to detonate. Dragons ruled the skies. Clashes between the newly awakend races called metahumans—and the rest of



humanity became common. But mankind survived the anarchy that followed, though civilization has changed forever.

Most of Shadowrun is set in the sprawl of Seattle in the year 2053, though other areas of the this cyberpunk-meets-fantasy world are detailed in sourcebooks. New nationstates of Amerindians, elves, orks and dwarfs formed. While metroplexes sprawl over the landscape, governments have been replaced by megacorporate masters.

The old telecommunications network been replaced with an omnipresent supersystem called the "Matrix." This cyberspace is the key to everything-money, power, information. Hackers, called Deckers or Technomancers, become the hope of the underclass and the first line of defense for corporations. The first deckers died horribly when they attempted to jack directly into the Matrix. But they learned. Now no information is safe from them and competing corporations play a cat-and-mouse game to keep their data safe while stealing from their enemies.

If a chaotic future world that mixes fantasy, high-tech and corporate espionage gets your heart pumping, this the place you'll find it.

The InQuest staff has a seedy backstory but we sold exclusive rights to "60 Minutes." Look for us on the Andy Rooney segment.

Ready for your first run? Jack into this all-commons Shadowrun CCG deck and see how far you get.

OBJECTIVES

- 4 Cermak Blast
- 2 Sucker Run

RUNNERS

- Glitz
- Gore Tusk
- Kromagnus
- Shellshock
- Stomper
- Thrash

CHALLENGES

- Booby Trap
- **Electrified Fence**
- Hellish Traffic
- Maglocks
- Mine field
- Security Drone
- Security Guards
- Security Camera Voiceprint I.D.
- Yak Attack

GEAR

- 2 Katana
- 2 Uzi III

SPECIALS

- 2 Bad Lunch
- Green Apple Quicksteps
- 2 Luck O' The Irish

LOCATIONS

3 Iron Lune

- CONTACTS 1 Elven Hitman
- 2 Mr. Johnson

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STAR TREK



(Captain Sulu) INTERVIEW!

X-FILES



SPEAKS!



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ISRA:

Moon-based seers who can tell the future and navigate the stars.



Aesculapian Order:

Scholars based in Europe who can heal both body and mind.



3 ORGOTEK:

An American corporation staffed by psions who can control anything electrical.



Ministry.

Secretive telepaths from the Chinese government.



Upeo Wa Macho:

Psions who can teleport-instantly-between locations.



6 NORCA:

South American shape-shifters who consider themselves modern-day Bobin Hoods.



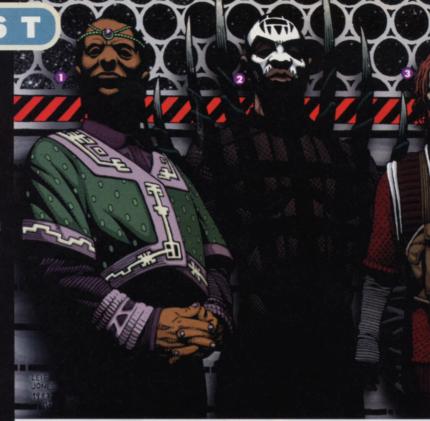
The Legions.

Seven "War Dog" battalions with psychokinetic powers.



Chitra Bhanu India based order

that can manipulate nuclear forces.



White Wolf Presents the

"Know Who Your Friends Are" AEON Contest

YOU MUST STOP THE ABERRANTS!

If you're reading this, you're a new psion and are prepared to give your life to stop the Aberrants from exterminating humanity. Whether your unique abilities are used to pilot jump ships into the depths of the universe, to infiltrate and destroy databases or to engage the enemy first-hand, you are honored throughout known space. But don't be too hot to get out there yet.

First, you must complete The ÆON Trinity's training and initiation program. It is imperative that all members of ÆON be able to work with other psions. Show us you know your fellow Gifted by identifying to which orders the Psions illustrated above belong. Match the order icon to the left to the proper personality. Note that two of the icons belong to orders not pictured.



THIS MONTH'S CONTEST IS SPONSORED BY WHITE WOLF; THEIR MINDS KNOW NO LIMIT.



One super psion will win the limited edition *ÆON* rulebook and receive everything White Wolf produces for *ÆON* for an entire year! Scanner-rific!

FIRST PRIZE (5):

Five psion initiates will win the exclusive limited edition ÆON rulebook. Brain Bustin' Cool!

SECOND PRIZE (10):

Ten wannabes will win the unlimited edition of the ÆON rulebook. Right (Psi) On!

Fill this out, attach your entry and put it an envelope. Send to: "Know Who Your Friends Are" Contest, 5/0 Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

MIND-BLOWING LEGALESE

No purchase necessary. Contest is open to anyone except employees of Wizard Press, White Wolf, their immediate families and Dioane Warwick, who have enough Psychic Friends already. Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card, and attach the form or rard to you entry. Enter as many times as you like. Mail each entry separately to. Know Who Your Friends Are, c/o Wizard Press, P.O. Box 118. Congers, NY 10920 0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cosh equivalent or substitute prizes will be offered. Prizes are awarded in the nomes of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. All entries must be reviewed at contest theodoquarters by January 30, 1998. Wizard Press is not responsible for lost, late, misdirected or mutitated entries but thinks mutilated entries are kinda cool. Odds of winning will be determined by the number of volid entries received prior to the closing date of the contest. Prize winners mill be selected from among all correctly answered entries by Wizard Press. Winning entries will be selected on or about

For a list of winners, available after February 13, 1998, send a selfaddressed stamped envelope to: "Know Who Your Friends Are" Winners List, c/o Wizard Press, P.O. Box 118, Congers, NY 10990-0118.

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"Know Who Your Friends Are" **ÆON Contest**

DEADLINE IS

JANUARY 30, 1998.

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ddress			
ity	State	Zip	

Phone Number (with area code) Match the numbered symbol with the c	correct personality below
1st Personality:	4th Personality:
2nd Personality:	Sth Personality:
3rd Personality:	6th Personality:



he 1997 InOuest Fan Awards

Your vote counts.

You may not be old enough to vote in the presidential elections, or maybe you couldn't care less, but whether you're an expert in the gaming field or a hungry beginner, we know you love your games. It's about darn time you got to vote your conscience on what really matters in this world—yeah, that's right, games.

So where do we come in? Well, InQuest has spotted a need for truly independent game awards—uninfluenced by politics—voted on by the real experts, you the fans. We want to recognize the best games of '97, and we're recruiting you to do it.

DEADLINE: Friday. **January 30, 1998**

WHAT'S ELIGIBLE?

You can only vote for games released in 1997. Magic: The Gathering may be a great game, but it can't be nominated for "Best CCG" since it came out in 1994, not 1997. You must vote once in each category except the "Hall of Fame" division, either for one of the four game-related items *InQuest* has chosen or write in your own nominations; otherwise, your ballot will be discounted. However, if you don't know any of the entries in a category, you may leave that one blank. Feel free to photocopy this ballot for your own use

or to pass along to friends. You must vote by mail, and your ballot must be postmarked no later than January 30, 1998. Winners will be announced in a future issue of InQuest.

HOW TO VOTE

The first 50 people to vote will each receive a mystery gift pack. (Y'know, things we've got lying around the offices like oversized Chaos Orbs, InQuest dice, our sisters' Barbies...) So rustle up an envelope, lick a stamp and send your ballot to:

Wizard Press 151 Wells Ave. Congers, NY 10920

THE BALLOT

BEST CCG

Chron X

Dune

Hey, pay attention! Here are the easy-as-pie directions. Please check one box in each of the following categories: **BEST CCG EXPANSION**

☐ Dagobah (Star Wars)

	→ Mercenaries (BattleTech)	☐ Divis Mal (ÆON)
□ Shadowrun	☐ Time of the Void	Groven il Ver (A)
☐ Warlords	(Legend of the Five Rings)	☐ Greven il-Vec (Magic: Tempes
☐ Write-in:	Weatherlight (Marie The Coult	☐ Yogo Junzo (Legend of the Five
	Weatherlight (Magic: The Gathering) □ Write-in:	☐ Write-in:
BEST RPG	d write-in:	
☐ Blue Planet	DECT DOC CURRY FILE.	COOLEST MOMENT
☐ In Nomine	BEST RPG SUPPLEMENT	☐ Death of Dunkelzahn (Shadov
	☐ Book of Mirrors (Mage)	☐ Dr. Van Richten's sacrifice (AD
☐ Legend of the Five Rings	☐ Charnel Houses of Europe:	☐ Secret of Charon's shadow
☐ Men in Black	The Shoah (Wraith)	revealed (Wraith)
☐ Write-in:	☐ Delta Green (Call of Cthulhu)	☐ Victory of the Lion Clan
	☐ Domains of Dread (AD&D)	(Lagand of Five Diseas)
BEST BOARD GAME	Write-in:	(Legend of Five Rings) ☐ Write-in:
☐ Lionheart		G write-in:
☐ Princess Ryan's Star Marines	FAVORITE ARTIST	How shoots this are
☐ Seafarers (Settlers of Catan)	□ Brom	Hey, check this out! You get to
☐ Twilight Imperium	☐ Donato Giancola	the directions. Please vote for yo
☐ Write-in:	Pete Venters	favorite games in the next catego
		top vote-getters will make it in
BEST MINIATURES PRODUCT	□ Phil Foglio	InQuest Hall of Fame.
□ Epic 40,000	☐ Write-in:	
□ Gorkamorka		HALL OF FAME
	FAVORITE HERO	☐ Advanced Dungeons & Dragons
☐ Great Rail Wars	☐ Akodo Toturi	Axis & Allies
☐ Moondragon	(Legend of the Five Rings)	☐ BattleTech (miniatures)
☐ Write-in:	☐ Gerrard (Magic: The Gathering)	□ Call of Cthulhu
	☐ Isaiah Morningkill	☐ Champions
BEST CARD GAME	(Werewolf: The Wild West)	
☐ Corporate Shuffle	□ Victor Steiner Davion (BattleTech)	□ Diplomacy
☐ Express Chess	□ Write-in:	☐ Magic: The Gathering
□ Fluxx	c-iii.	☐ Vampire: The Masquerade
☐ Titan: The Arena		

FAVORITE VILLAIN

- Darius Hellstromme (Deadlands)
- e Rings)
- vrun)
- (D&C)

ignore ur two ry. The to the

Vote and make a difference!!

☐ Write-in:

TREASURE CHEST

BY SEAN MELVILLE & RICK MOSCATELLO THE COOLEST GAMING-RELATED MERCHANDISE AROUND

MIDDLE-EARTH in PIECES







Middle-earth puzzles include "Eowyn & The Witch-king" by Angus McBride (inset), "Map of Middle Earth" by Jo Hartwig, "An Unexpected Party" by Angus McBride and "Mirror of Galadriel" by Steven Walsh. Iron Crown Enterprises has taken some of the best paintings from its *Middle-earth* collectible card game, commissioned a few new works and turned out a series of high-quality jigsaw puzzles.

Offerings range from the stunning 1,500-piece "Map of Middle-earth" by Jo Hartwig to smaller 500-piece puzzles like "Éowyn & The Witch-king" by Angus McBride (pictured) and five others illustrating key events from *The Hobbit* and "The Lord of the Rings." These no-two-pieces-alike puzzles are just the thing when you can't round up an opponent for the *Middle-earth* CCG, RPG or *The Hobbit* boardgame.

The four 1000-piece puzzles feature the "The Unexpected Party" also by Angus McBride, "Arwen's Choice" by Ted Nasmith and "Mirror of Galadriel" by Stephen Walsh. In addition to the Witch-king, there are also two other 500-piece puzzles, "The Way is Shut" by Ted Nasmith and "Burglar Baggins" by Donato Giancola.

Priced from \$10 to \$20, you should be able to find them at your favorite toy, hobby or gift shop. Can't find 'em? Call ICE at 800-325-0479 for a dealer near you.



THUE MONTH

LEGEND OF JIMMY LEGGS

Sculptor Randy Bowen has been declared legally insane. We're sure there are many reasons why, but the one cited in the news release from Bowen Designs claims it's because he continually attempts to prove the ancient legend of "The Jimmy Leggs."

After his call for a search party to find the monster was met with ridicule, Bowen decided to meticulously sculpt a version of The Jimmy Leggs and its keeper, "The Woman from the Stars," for everyone to see.

He's making 1,000 of the sculptures available in assembled and painted form for a suggested \$130. If you want Jimmy in unassembled kit form, 500 will be available for \$90. Contact Bowen Designs at P.O. Box 220223, Dept. IQ, Milwaukie, OR 97269; http://www.teleport.com/~bowen8r.



MODEL MECHS

We love our *BattleTech*, Macross and Manga mech minis, but they tend to weigh a person down quickly. That's why these plastic models from Japan caught our eye. Imported by Right Stuff Distributors, these mostly snap-together models come in 1/144-, 1/100- and 1/72-scale and range in price from \$8-\$38. Among the models imported are Macross, Evangelion and some mechs that look suspiciously like they came from *BattleTech*, including the Valkyrie.

Some of the 1/72-scale models actually transform into planes and the like. They are fully paintable with acrylics and oil-based paints, but prefer to be colored by any of the 19 Gumdam markers available for \$4 each. Right Stuff (818-968-1333) only sells to retailers and wholesalers, but they can tell you what they have to offer and suggest a store near you.



CTHULHU COOLNESS

If you liked Pagan Publishing's new *Realm of Shadows* roleplaying scenario for *Call of Cthulhu*, you're gonna want the *Realm of Shadows Player Aid Kit*, an envelope stuffed with spiffy versions of every handout in the book. For \$9 including postage, you can enhance your game and con-

tinue the long CoC tradition with realistic props like business cards, "photo" snapshots and cryptic hand-written notes. Mail-order only: RoS Kit Offer, Dept. IQ, 5536 25th Ave. NE, Seattle, WA 98105-2415.



SWORDS & SEALS

Nicole Harsch and Mike Sakuta perform their Crossed Swords stage act at renaissance festivals around the country and make it a point to attend GenCon every year.

They also have a side business selling replica swords, dirks, maces, daggers and about any other weapon your heart desires—even Klingon bat'leth. Most of these items are reasonably priced as far as replica weapons go.

Additionally, they sell seals and sealing wax. Just the thing to spice up your games or general correspondence. There is nothing like being handed a rolled parchment with a wax seal on it to add to the air of intrigue and overall coolness. Plus, you can impress the Visa folks when you send in your credit card bill sealed with wax.

They can be reached at 770-498-3667 and written to at P.O. Box 49592, Dept. IQ, Atlanta GA 30359; e-mail: sales@swordmark.com.







A few of the wax seal designs available from Crossed Swords

OOL STUFF • TRINKETS • ODDITIES • COMPUTER CAMES • NOVELTIES

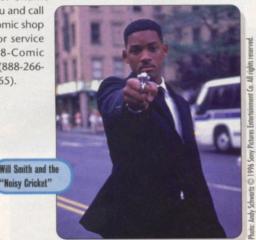
A REAL BUG ZAPPER

Perhaps the funniest movie prop from 1997 is the Noisy Cricket from "Men in Black." Onscreen, this itty-bitty gun packs quite a wallop and a massive recoil. Offscreen, well, it still looks nifty.

It turns out the Noisy Cricket factory made 2,500 of these little heaters before Ralph Nader shut them downsome sort of safety problem, he says. For a mere \$295 Earth money, you can be one of the lucky few to own the favorite weapon of the universe's INS. It even comes with a certificate of authenticity—just in case you can't tell by looking, it's an exact replica of Will Smith's prop.

Available at your local comic shop. Don't know where

that is? Shame on you and call the comic shop locator service at 888-Comic Book (888-266-422665).



CRAFT OF WAR

Blizzard's Warcraft series takes a new turn with another illustrious installment: Starcraft. This is their first foray into sci-fi, but if their fantasy titles (Diablo f'rinstance) are any indication, this one will rock like Beavis and Butthead on qualuudes.

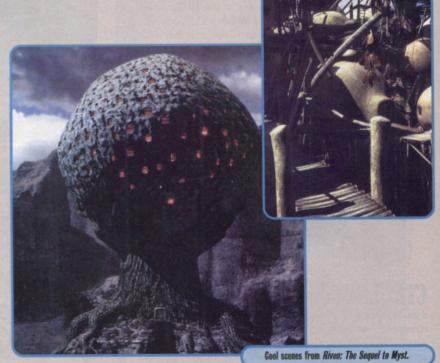
With three races to choose from-Zerg, Protoss and nambypamby Terrans—this real-time 'Craft game has an extra dimension that the Orc vs. Human titles lacked. The graphics engine has been overhauled, and now, there are major visual effects such as light sources and translucent units to make the onscreen violence a bit more realistic. This \$50 toy will be ready for Christmas; Blizzard's other big deal, Warcraft Adventures: Lord of the Clans, an adventure game set in the Warcraft universe that was supposed to see daylight last October, won't be around until Spring 1998. Blizzard can be reached at 800-953-SNOW.



MYST II. 'NUFF SAID.

Even though Myst wasn't much loved by critics, it was a top seller when it came out in '94, and, unlike most games from that year, remains a top seller today, due to its appeal to "non-gamers" (whatever those are).

Of course, there's a sequel on the horizon. The creators at Red Orb Entertainment were almost original enough to call it Riven, but some Madison Avenue slushball talked them into the name Riven: The Sequel to Myst. Riven promises everything that a sequel can promise-more graphics, more puzzles, more scenes and heck, more everything. How much more? Well, Myst came on one disk and Riven is slated for six. You can check it out for \$55 at most computer retailers. Red Orb's web site is at www.redorb.com.



UNCLASSIFIABLES • ACCESSORIES • BINDERS • AMUSEMENTS • THING

GOOFY GUARDIAN

As any fan can tell you, "Star Wars" stormtroopers are not exactly who you'd want to guard the crown jewels; heck, Princess Leia took one out with a piece of rotted wood once. Nonetheless, if you want your room watched over by the intergalactic equivalent of a Keystone Cop, \$35 gets you a Stormtrooper Room Alarm.

Outfitted with a motion detector and plastic blaster rifle, the little buckethead can detect objects moving up to four feet away. If he detects something, he'll try to scare it off with one of three sounds taken from the Star War series. At better comic and novelty shops everywhere. Call 888-Comic Book to find a comic store near you.

COOL BUT WARM

"Babylon 5" has gone from a shaky start to the most awesome sci-fi series on television. And you too can look like you belong on the set with this awesome wool/leather jacket (\$300). It's also perfect for conventions, or for just hanging out on the streets.

If you live too far south to sport a wool jacket without looking insane, you can still show your support for the series with the "Babylon 5" logo hat (\$15), a nifty black cap that looks like it could be part of the "new" uniform for B5 personnel. Hobby shops might stock something like this (or give you the option to order it), but you'll probably have to scour dealer tables at your local sci-fi/game cons.

BRING OUT YOUR DEADLANDS

Pinnacle Entertainment Group is continuing to add to their line of peripheral stuff for the *Deadlands* RPG. First came the poker deck and music CD, and now they've got T-shirts. Their "Spaghetti with Meat" T-shirt has the artwork from the cover of the *Deadlands* rulebook and is set on a background whose color is best described as "pasty undead." Judge Dredd fans might enjoy the "I Am The Law" shirt, which has a picture of a Hangin' Judge and the *Deadlands* logo on top. Anybody think Pinnacle is making a statement about gamers by having these 100% cotton shirts only available in Large, X-Large or XX-Large?

Contact Pinnacle if you can't find 'em in your part of Dodge: 800-214-5645.

SEND US FREE STUFF

Want your gaming related merchandise featured in "Treasure Chest"? Don't just sit there, send us a copy. If your doodad/T-shirt/book/gimmick is really cool, we'll expose it to our legion of readers. Send to:

TREASURE CHEST

INQUEST NEW PRODUCTS 151 WELLS AVE. CONGERS, NY 10920 FAX: 914-268-0053











WE WISH YOU A MERRY INQUEST!

On the twelfth day of Christmas, my true love gave to me...12 drummers drumming? What the heck do we want with drums and guys with short sticks? More like 12 gift-wrapped games. And that's exactly what you can win if you guess which presents are under our tree.



HOW TO WIN:

Read through your wish list and match 12 of the 16 items to the numbered presents pictured under the tree. Pretend it's Christmas time-you can shake each of the gifts to hear what rattles inside, you can pick each one up and feel how heavy it is, or you can just stare at 'em for a really long time and hope your gaming knowledge chimes in with the answers.

WISH LIST:

BattleTech Limited Edition starter deck **Dice Tube**

Ed Beard Jr. autographed poster **Guy Gavriel Kay's Tigana**

L5R: Time of the Void starter deck J.R.R. Tolkien's "Lord of the Rings"

Juzam Djinn Magic card Monopoly

Ral Partha Golden Dragon of Chaos RoboRally

Resident Evil for the Sony Playstation Star Wars CCG First Anthology

Titan: The Arena Tomb Raider for the PC Warhammer

Werewolf: The Wild West

GRAND PRIZE (1):

One lucky winner will get all 12 game items pictured under the tree, but first you have to figure out what they are.

Fill this out, attach your entry and put it an envelope. Send it to: "What's Under the Tree?" Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

DEADLINE IS JANUARY 30, 1998.

The "What's Under the Tree" Contest

DEADLINE IS

JANUARY 30, 1998.

Name	Age
Address	And the state of t
City	State Zip

7) 8) 9)

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11) 12)

r a list of winners, available after February 13, 1998, send a self-addressed mond envelope to: "What's Under the Tree?" Winners List, c/o Wizard Press, P.O.

LEGAL CLAUS

ARDSTOCK

Tracking trends in the card game market

Welcome as always to "Cardstock," where there's more double entendres than you can shake...well, a stick at. This month: An early warning about the Star Wars: Cloud City expansion set. You will fling yourself out the nearest window if you let a major character pass you by.

With Star Wars, the most sought after cards are—well duh, Sherlock—the main characters. But if you were a late bloomer to the Star Wars CCG you were probably out-of-luck on mainstays like Han Solo and Princess Leia. Assuming you could even find a major player, you likely had to donate blood plasma to afford it, since they price anywhere from \$30 to \$50.

Dagobah helped to solve the problem with Son of Skywalker and the mucho-popular Yoda; Cloud City helps even more with new, popular characters as well as experienced versions of some old favorites. Therefore, keep

watch for:

 Captain Han Solo—Power level is up, piloting skill is up. Han's the same old rogue, just with more firepower. • Princess Leia—A definite improvement. She can actually add power to a starship she pilots, and her attrition immunity level is higher. Plus, this Leia doesn't suffer from the bun hairdo.

 Boba Fett—Pity the fans. Oodles of 'em love that unimaginably popular Boba Fett guy with the really cool jammies. But until now, Fett was only available as a rare card in the Star Wars First Anthology set, meaning one had to shell out roughly \$32 for a set or about \$15 for a single Fett. The Cloud City Boba Fett helps solve the problem of supply, and his power levels rival Solo's.

Be forewarned though, since the new Boba Fett has different abilities than the old one, it may only further

drive interest in the Anthology version, so grab it if you have the chance.

 Lando Calrissian—Poor Lando. Most people figuratively have a good and a dark side, but Lando's literally got a split personality. There's Light Side and Dark Side versions, and Lando's something of a toggle character, since Dark Side Lando can be replaced by your opponent with a Light Side Lando.

By the way, a general rule of collecting is that you should pounce on new stuff, lest it go up in price later. Still, Cloud City will probably mushroom Star Wars interest in the short term, so watch for these possible sleepers:

 Vader's Lightsaber & Anakin's Lightsaber—What is Star Wars without its large cutlery salesmen? Many players see these as essential slicing-and-dicing tools for their characters.

• IG-88's Pulse Cannon—Weapons aren't all-important, but they help. Plus, there's a certain bloodthirsty crowd who adore cards like these. And keep in mind that Cloud City could boost the bounty hunters' playability.

• Grand Moff Tarkin—He's no Vader, but he greatly enhances the Dark Jedi master and fanatics of the first movie have a certain affection for this character. Don't underestimate him.

Bossk & Hound's Tooth—After Boba Fett, Bossk might be the most popular bounty hunter. He's best used in

tandem with his ship, *The Hound's Tooth*, making interest in one fuel the other.

That's all for now, chickens. Next month, we'll look at some non-*Magic*, non-*Star Wars* games. Or maybe we'll just discuss Price Guide Manager Lars Pearson's sad love life. Heaven only knows.

GUIDE CONTRIBUTORS

A & S Comics in North Bergen, NJ; Adventures in Comics & Games in Carmichael, CA; All About Books & Comics V in Tempe, AZ; All American Comics in St. Louis, MO; All Pro Sports in Newark, DE; American Comics & Cards in Chattanooga, TN; Augusta Comics & Cards in Carmel, IN; Austin Books in Austin, TX; Barry's Collectors Corner in Grand Forks, ND; Bob's Hobbies in Springfield, MA; A Book Deal in Roswell, GA; Book & Music Exchange in Louisville, KY; Books, Comics & Things in Ft. Wayne, IN; Books Galore in Erie, PA; Brainstorm Comics in Frederick, MD; Brandywine in West Chester, PA; Broadway Comics in Valrico, FL; Card & Comic Arcade in New York, NY; Card & Comic Empire in Huntzville, AL; The Card & Comic Shop in Port Lavaca, TX; Cards, Coins & Collectibles in Monroe, LA; Cards & Comics, Inc. in Twinsburg, OH; Castle Archon in Erie, PA; Castle Comics in Portsmouth, OH; Chimera Comics & Cards in Fond Du Lac, WI; Classic Comics in San Angelo, TX; Claude's Comics in Hatboro, Pt.; Coastside Comics in Pacifica, CA; Collector's Choice in Athens, TN; Collector's Lair in Lynchburg, VA; Collector's World in Anderson, IN; Comic City in San Diego, CA; Comic Cubicle in Williamsburg, VA; Comic Dreams in Manteca, CA; Comic Dungeon in Riverside, CA; The Comic Shop in Fairbanks, AR; The Comic Shop in Garden City, KS; Comics on Parade in Santa Barbara, CA; Comic Town in Reynoldsburg, OH; Comic World, Inc. in Stafford VA; Comics Warehouse in Albuquerque, NM; Comics & Comix Inc. in Rocklin CA; Comics Inc. in Fayetteville, NC; Comically Speaking in Maynard, MaA; DR Comics & MR Games in Oakland, CA; Daddy's Toys in McHenry, IL; Discount Hobby in Kalamazoo, MI; Dover Cards & Comics in Dover, NH; Dragon's Lair in Austin, TX; The Dragon's Lair in West Springfield, MA; Dreamscape Comics in Easton, PA; Dugout Sportscards in Corpus Christi, TX; Eagle Hill in Presque Isle, ME; Fantasy Factory in Dalton, GA; Fantasy Works Comics in Aurora, CO; Fantasy Zone Comics in North Kingstown, RI; Fiction Comics in Porterville, CA; Front Row in Severne Park, MD; Gallop's Comics & Games in Statesboro, GA; Game-Alot in Santa Cruz, CA; Games Crafts, Hobbies & Stuff in Overland, MO; Games Plus in Woodinville, WA; Gator Country Cards & Comics in Gainesville, FL; Golden Comics in Action, MA; Golden State in Sebastopol, CA; The Great Escape in Louisville, KY; Gridiron Comics & Games in Manchester, CT; Hansen's Hobbies in Wilmette, IL; Harvey's Sports and Comics in West Harvey, CT; Heroes and Fantasies in San Antonio, TX; High Five Sport Cards in Fremont, CA; Hobby Center in Hattiesburg, MS; Hobbytown USA in Las Vegas, NV; Home Field Inc. in Portland, OR; Jennings Collectibles in Huntsville, AL; Key's Games & Hobbies in Moline, IL; La Jolla Sportscards in La Jolla, CA; Legacy Comics & Cards in Colorado Springs, CO; Leisure Hours Hobbies in Joliet, IL; Lion & Unicorn in Hoover, AL; M&M Sports Cards and Comics in Cedar Rapids, IN; Meridian Cards & Comics in San Jose, CA; Mission Games in Mission, British Columbia, Canada; Nostalgia Ink in Jackson, MI; Oak Leaf Comics in Cedar Falls, IA; Odin's Cosmic Bookshelf in Lilburn, Ga. and Stone Mountain, GA; Outer Limits in Clifton, NJ; Paul & Judy's in Arthur, IL; Paper Heroes in Killeen, TX; Pee Wee Comics in Canaga Park, CA; Premier Collectibles in Greenwood, IN; R & B Newsstand Co. in Bowling Green, OH; Sean's Locker Room in Somerset, PA; Shahrazad Games in Lexington, KY; Shinder's in Minneapolis, MN; Sidelines in Dayton, TN; Slam Dunk in Oceans Springs, MS; S-N-S Collectibles in Lake Ridge, VA; Source Comics & Games in St. Paul, MN; Tabletop Game & Hobby in Lenexa, KS; Texas Game Co. in Allen, TX; The Time Tunnel in Statesville, NC; Thunderation Comics in Henderson, NV; Titan Games and Comics III in Smyma, GA; TJ's in Middletown, NY; Troll and Toad in Keavy, KY; WarGames & Fantasy in Metairie, LA; Who's on First in Westhaven, CT Wizard World in Nanuet, NY; Yong & Dell's Sports Cards in Lacey, WA; The Zone in Louisville, KY







IG-88

Cloud City could boost bounty hunters' power levels to new lethal heights. Be forewarned of the new bounty you might have to pay to get IG-88 and others.



OBI-WAN'S APPARITION

Cloud City uncommons seem likely to trump usefulness of some Dagobah rares such as this one—for a lower price. Result: possible price drop haunts Obi-Wan.



WHAT'S NOT



ALPHA LIMITED
WIZARDS OF THE COAST- 1993
Cards have black borders. Alpha cards have a
rounder corner when compared to Beta cards.
Full Set (295 cards) \$3,600.00
Starter Deck (60 cards)
Starter Box (10 decks)
Booster Pack (15 cards)
Booster Box (36 packs)

All unlisted cards are 80 % of Beta value. Alpha errors are worth 125 % of Beta value.

Orcish Artillery														8	.0	0	
Orcish Oriflamme										 			1	5	.0	0	

BETA LIMITED

Air Flomontol

WIZARDS OF THE COAST- 1993
Beta cards are black-bordered.
Full Set (302 cards)
Starter Deck (60 cards)
Starter Box (10 decks)
Booster Pack (15 cards)
Booster Box (36 packs)
Unlisted Commons

	All Liciticitius	4.0
*	Ancestral Recall	165.00
	Animate Artifact	
•	Animate Dead	3.00
	Animate Wall	
×	Ankh of Mishra	10.00
	Armageddon	
*	Aspect of Wolf	11.0
*	Bad Moon	18.0
*	Badlands	40.00

MI.	basait wonoiim	8.00
*	Bayou	40.00
•	Berserk	40.00
*	Birds of Paradise	30.00
•	Black Knight	5.00
	Black Lotus	
	Black Vise	7.00
	Black Ward	
公	Blaze of Glory	40.00
立	Blessing	12.00
	Blue Elemental Blast	
1	Dl. Ward	0.00

O Blue Ward

Bog Wraith

2.00

C	Castle 2.00
	Celestial Prism
	Channel 2.00
	Chaos Orb
	Chaoslace
	Circle of Protection: Red
	Circle of Protection: White 1.00
*	Clockwork Beast
	Clone 15.00
*	Cockatrice 10.00
0	Consecrate Land

0	Conservator	2.00
*	Contract from Below	. 8.00
	Control Magic	. 5.00
0	Conversion	. 2.00
0	Copper Tablet	
*	Copy Artifact	00.00
	Counterspell	12.00
公	Crusade	20.00
	Crystal Rod	
•	Cursed Land	. 2.00
	Cyclopean Tomb	
	Dark Ritual	3.00
*	Darkpact	8.00
•	Deathgrip	3.00
*	Deathlace	5.00
	Demonic Attorney	. 8.00
*	Demonic Hordes	20.00
	Demonic Tutor	20.00
-4-	Dingue Egg	0.00

	COTTON GO	THE
	Drain Life	
	Dragon Whelp Drain Power	4.00
*	Drain Power	9.00
•	Dwarven Demolition Team	10.00
	Earth Elemental	
	Earthbind	
	Earthquake	
	Elvish Archers	
	Evil Presence	
	False Orders	
☆	Farmstead	8.00



TOP 10 HOTTEST CARDS 10) Vampiric Tutor

Got cards? Yes, just pour your local nosferatu a tall, steaming glass of AB-negative and watch him fetch the spell of your dreams for you. (There is, of course, a black-mana surcharge.) A little life lost pales in comparison to that

1	game-winning card.		
*	Fastbond	16	00
•	Feedback		
•	Fire Elemental	. 3	00
	Fireball	. 4	00
ð	Flashfires	2	00
*	Flashfires Force of Nature	. 22	00
k	Forcefield	120	00
*	Fork		
۲	Fungusaur		
÷	Gaea's Liege	12	00
k	Gauntlet of Might	.118	50
i	Giant Growth		
Ð	Glasses of Urza	1	00
	Gloom	1	nn
	Gohlin Ralloon Rrigado	2	nn
+	Goblin King	15	nn
k	Goblin King Granite Gargoyle Green Ward	15	00
)	Green Word	2	nn
1	Guardian Angel	1	50
k	Helm of Chatzuk	7	00
k	Hive, The		
è	Howling Mine	22	50
	Hurricane		
1	Hypnotic Specter	14	50
1	Ice Storm	26	UU
s	Icy Manipulator	45	nn
-	Illusionary Mask		
	Instill Energy.	2	nn
i	Invisibility		
i	Iron Star	3	nn
4	Island Sanctuary	7	nn
6	Ivory Cup	2	nn
4	Jade Monolith	7	nn
9	Jade Statue	20	00
į	Jayemdae Tome		
	Juggernaut	10	00
5	Karma	10.	00
1	Keldon Warlord	2	50
-	Kormus Bell	0	00
	Kudzu	0.	00
1	Lance	0.	EU
1	Low David	3.	OC
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	Lifeforce	2.50
*	Lifelace	6.00
	Lifetap	2.50
	Lightning Bolt	5.00
*	Living Artifact	8.00
*	Living Lands	6.00
	Living Wall	4.00
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*	Lord of Atlantis	. 14.00
*	Lord of the Pit	. 20.00
	Lure	2.50
*	Magical Hack	. 12.00
*	Mahamoti Djinn	. 20.00
*	Manabarbs	7.00
*	Mana Flare	. 15.00
*	Mana Short	. 10.00
*	Mana Vault	. 15.00
*	Meekstone	9.00
*	Mind Twist	7.50
*	Mox Emerald	180.00
*	Mox Jet	180.00
*	Mox Pearl	180.00



TOP 10 HOTTI

9) Cmdr. Greven il-Vec What's the difference between Greven and Juzam? Well, it looks like Juzam has more stamina—no, not that kind of stamina. Sure, Greven's still on the top 10, but the initial buzz is dying down now that folks have realized his drawback is rather irritating. Sorry Greven,

	there's only one Juzam.	
+	Mox Ruby	180.00
1	Mox Sapphire	
1	Natural Selection	40.00
+	Nether Shadow	8.00
-	Nettling Imp	4.00
4	Nevinyrral's Disk	20.00
2	Nightmare	
-	Northern Paladin	
H	Obsignus Golem	2.00
-	Orcish Artillery	2.00
-	Orcish Oriflamme	2.00
•	Dorobase	1.00
4	Paralyze	10.00
H	Pestilence	. 10.00
=	Pestilence Phantasmal Forces	2.00
	Phantom Monster	
*	Pirate Ship	
×	Plateau	. 40.00
7	Power Sink	3.00
*	Prodigal Sorcerer	8.00
H	Psionic Blast	2.00
☆		
H		3.50
н	Raise Dead	2.00
^	Raging River Red Elemental Blast	45.00
-	Red Ward	2.00
9	Regrowth	
-		
7	Resurrection	12.00
H	Righteousness	
T	Roc of Kher Ridges	12.00
1	Rock Hydro	20.00
-	Rod of Ruin	
*	Royal Assassin	20.00
â	Sacrifice	4.00
*	Savannah	. 1.00
4	Savannah Lions	
	Scavenging Ghoul	2.00
*	Scavenging Ghoul Scrubland	40.00
7	Sedge Troll	15.00
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	Serra Angel Shatter	1.00
_	Juliot	1.00

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*	Volcanic Eruption	10.00	0
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1	Wheel of Fortune	25.00	1
ô	White Knight	5.00	1
ŏ	White Knight White Ward	2.50	1
*	Will-O'-The-Wisp	18.00	í
*	Winter Orb	15.00	í
0	Wooden Sphere	2.00	١
*	Word of Command	65.00	1
公	Word of Command Wrath of God	35.00)
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UNLIMITED EDITION

★ Zombie Master

WIZARDS OF THE COAST- 1994 Cards are white-bordered but otherwise identical to Beta cards.

10.00

Sto	rrter Deck (60 cards)	185.00
Sto	rter Box (10 decks)	1,700.00
Boo	oster Pack (15 cards)	110.00
Boo	oster Box (36 packs)	2,750.00
Unl	isted Commons	50
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*	Ancestral Recall	150.00
	Animate Artifact	1.00
	Animate Dead	1.00
公	Animate Wall	3.00
*	Ankh of Mishra	
公	Armageddon	8.00
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*	Bayou	
•	Berserk	
*	Birds of Paradise	8.00
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0	Black Ward	
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立	Blessing	
0	Blue Ward	1.00
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☐ Disenchant

Disintegrate

ARTIFACT

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GOLD

55.00

GREEN

COMMON

■ RED

■ WHITE UNCOMMON

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JANUARY 1998 101

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Bog Wraith
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•	Uthden Troll	. 1.00
*	Verdrum Enchantress Vesuvan Doppelganger Veteran Bodyguard Volcanic Fupition Volcanic Island Wall of Air	24.00
大	Veteran Rodyauard	12.00
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	Wall of Brambles	1.00
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0	Wall of Swords	. 1.50
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REVISED EDITION

WIZARDS OF THE COAST-1994
Cards are white-bordered and are nearly identical to Unlimited cards, except that the ink on the cards is noticeably lighter.
 cards is noticeably lighter.

 Full Set (302 cards)
 \$300.00

 Starter Deck (60 cards)
 25.00

 Starter Box (10 decks)
 210.00

 Booster Pack (15 cards)
 8.50

 Booster Box (36 packs)
 250.00

 All unlisted cards are worth the same as Unlimited.

7	k	Aladdin's Ring	.0
. 7	k	Armageddon Clock2	.0
,	k	Badlands	.0
4	Þ	Basalt Monolith 2	.5
,	k	Вауои	.0
,	t	Birds of Paradise	.0
3	k	Bottle of Suleiman	.5
4	Þ	Brass Man	.7
Ġ	b	Clone 6	.0

Birds of Paradise
Summon Mana Birds
Flying
• Add one mana of any color to your mana pool. Play this ability as
a mana source.
Illius Mark Poole cont is undo of the Corn, fine All again bases at 0/1

TOP 10 **MOTTEST** CARDS 8) Birds of Paradise

The onset of five-color green decks makes this parakeet of power a hot seller. Essentially, it's a floating point of colored mana for one

* Stasis	5.00	green; the fact that it's also a 0/1 flyer is inci-
Steal Artifact		dental. It's making many players say
Stone Giant		"MmmBoP!"
* Sunglasses of Urza		millibor!
O Swords to Plowshares	2.00	★ Contract From Below
★ Taiga	18.00	• Crumble
Thicket Basilisk	2.00	★ Dancing Scimitar 3.00
* Thoughtlace	2.50	★ Demonic Attorney
Throne of Bone	1.00	★ Demonic Hordes
★ Timber Wolves	4.00	Demonic Tutor
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★ Time Walk	180.00	★ Dragon Engine
* Timetwister		Dwarven Weaponsmith
★ Tropical Island		* Ebony Horse
Tsunami		★ El-Hajjaj
★ Tundra		Energy Flux
Tunnel	1.00	☆ Eve for an Eye
* Two-Headed Giant of Foriys	42.00	★ Flying Carpet
★ Underground Sea	18.00	★ Hurkyl's Recall
Uthden Troll	1.00	★ Island Fish Jasconius
* Verduran Enchantress		
* Vesuvan Doppelganger	24.00	★ Jandor's Ring★ Jandor's Saddlebags4.00★ Jandor's Saddlebags
☆ Veteran Bodyguard	12.00	■ Kird Ape50
★ Volcanic Eruption	5.00	★ Magnetic Mountain
★ Volcanic Island	18.00	★ Mijae Djinn
Wall of Air	1.00	★ Millstone
Wall of Bone		* Mishra's War Machine 3.00
Wall of Brambles	1.00	★ Onulet
Wall of Fire	1.00	Ornithopter50
 Wall of Ice 	1.00	★ Plateau
Wall of Stone	1.00	★ Primal Clay
O Wall of Swords	1.50	Rack, The
Wall of Water	1.00	* Rocket Launcher 5.00
Wanderlust	1.00	★ Savannah
★ Warp Artifact	3.00	★ Scrubland
Water Elemental		★ Serendib Efreet
★ Web	4.00	Shatterstorm
* Wheel of Fortune		Sol Ring
		- 501 King 5.00

	Sorceress Queen	
k	Taiga	14.00
k	Titania's Song	2.00
k	Tropical Island	10.00
	Tundra	
k	Underground Sea	14.00
t	Volcanic Island	14.00

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Unlisted Uncommons			
Air Elemental	1.00		
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* Aladdin's Ring			
O Angry Mob			
Animate Wall			
* Ankh of Mishra			
Armageddon			
* Armageddon Clock			
	3.00		

M	Armageadon	0.00
*	Armageddon Clock	3.00
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*		
☆	Balance	4.00
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☆	Blessing	4.00
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*	Bottle of Suleiman	2.00
*	Bronze Tablet	2.50
•	Carrion Ants	3.00
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*	Crimson Manticore	3.00
☆	Crusade	6.00
*	Dancing Scimitar	3.00
*	Dingus Egg	3.00
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6	Clusude	. 5.	50



TOP 10 HOTTEST CARD
7) Reflecting Pool By itself, the Reflecting Pool is kinda shal- low—if if's your only land in play, you migh as well have a Seafarer's Quay. It's true depl is revealed once you give it a partner like the City of Brass. Suddenly, you can top for any
color of mana you want without taking that nasty penalty point.
Crystal Rod

Cursed Land	50
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★ Deflection	8.00
★ Derelor	3 50
Desert Twister	50
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Diabolic Machine	50
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Dwarven Catapult	75
★ Dwarven Hold	3.50
Dwarven Ruins	50
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bon Stronghold	50
* Elder Druid	4.00
* Elkin Bottle	3.50
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Evil Eye of Orms-by-Gore	. 1.50
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Fellwar Stone	1.00
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Fire Drake	. 75
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Flame Spirit Flashfires	50

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	Fountain of Youth Fungusaur		Rabid Wombat	
	Fundborn Elder	3.5	0 ● Radjan Spirit	
	Fyndhorn Elder Game of Chaos	2.0	V ★ Kag Man	2
	* Gauntlets of Chaos	3.0	0 * Recall	2
	• Glacial Wall	2		5
	Glasses of Urza	21	S ☆ Righteousness	4
	• Gloom	51	Puinc of Trokair	
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	* Goblin Warrens	3 51	+ Sand Silac	2
	O Greater Realm	2.00	Can Calait	
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	★ Ironclaw Curse ☆ Island Sanctuary	2.50	The state of the s	
	Vory Cup	75	Control of the control of	
	O Ivory Guardians * Jade Monolith	50		
	* Jade Monolith	2.00		
	* Jalum Tome	3 50		
	* Jandor's Saddlebags	2.50	- CONS	
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	* Jester's Cap	10.00		
	Johtull Wurm	50	Artifact	
	★ Jokulhaups ■ Joven's Tools	5.00	P, Sacrifice Lotus Petal: Add one	
	Justice Joven's 1001S		mana of any color to your mana pool. Play this ability as a mana source.	
	Justice	2.00	Play this ability as a mana source.	
-	O Karma	2.00	"Hard to imagine," mused Hanna, stroking the petal, "such a lovely flower inspiring such greed."	
	* Karplusan Forest	JU	inspiring such greed."	
	Keldon Warlord Killer Bees	75	THE SAME OF THE SA	
	Villar Page	2.00	191 Fach Oblinion	
-	Miller Dee2	/ [][]		
	J KISMet	1.00	TOD 10	
	⇒ Kjeldoran Royal Guard	4.50	TOP 10 HOTTEST CAR	DS
	⇒ Kjeldoran Royal Guard	4.50	TOP 10 HOTTEST (ARI	DS
	Nismer Kjeldoran Royal Guard Kjeldoran Skycaptain Knight of Stromanld	1.00	6) Lotus Petal	DS
	Nismer Kjeldoran Royal Guard Kjeldoran Skycaptain Knight of Stromanld	1.00	6) Lotus Petal Yes, folks, a common has made it on to the	
	→ Kijeldoran Royal Guard → Kjeldoran Royal Guard → Kjeldoran Skycaptain → Knight of Stromgald ← Leshrac's Rite ← Leviathan	1.00 4.50 75 25 25	6) Lotus Petal Yes, folks, a common has made it on to the Top 10. The Lotus Petal is a one-shot Mox of	-
	→ Kijeldoran Royal Guard → Kjeldoran Royal Guard → Kjeldoran Skycaptain → Knight of Stromgald ← Leshrac's Rite ← Leviathan	1.00 4.50 75 25 25	6) Lotus Petal Yes, folks, a common has made it on to the Top 10. The Lotus Petal is a one-shot Max of the color of your choice, and that's enough t	-
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	Assimely a Kjeldoran Royal Guard Xieldoran Royal Guard Xieldoran Skycaptain Xinjaht of Stromgald Leshrac's Rite Leviarhon Library of Leng Liteforce Lifetap Living Artifact Living Lands Lord of Atlantis Lord of the Pit Lure Magical Hack Magus of the Unseen Mano Clash Mano Flare Manno Vault Mannabarbs Meekstone	1.00 4.50 775 25 4.00 5.00 775 775 2.00 2.00 4.50 5.50 3.00 2.00 4.00 3.00 3.00 3.00	6) Lotus Petal Yes, folks, a common has made it on to the Top 10. The Lotus Petal is a one-shot Mox of the color of your choice, and that's enough it make people actively seek out a card that's more likely to show up in a booster than any other on this list. The very definition of hot. * Sorceress Queen Soul Net Spirit Link * Stampede * Stasis Steal Artifact Stone Giant Stone Spirit * Stromgold Cabal * Sulfurous Springs Syluturous Springs Syluturis Temple	4.0 .50 .50 .50 .50 .50 .50
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	Asimelia & Kieldoran Royal Guard O Kieldoran Skycaptain O Kieldoran Skycaptain O Knight of Stromgald Leshrac's Rite Leviathan Lehrac's Rite Leviathan Lifeforce Lifeforce Lifetor Living Artifact Living Lands Lord of Aflantis Lord of Aflantis Lord of the Prit Lure Magical Hack Magus of the Unseen Mana Clash Mana Plare Mana Vault Manabarbs Meekstone Millstone Mind Bomb Mind Bomb Mind Warp Mole Worms	1.00 4.50 75 75 4.00 5.00 5.00 2.50 2.50 2.00 4.50 5.50 3.00 3.00 4.00 3.00 4.00 3.00 4.00 4.0	6) Lotus Petal Yes, folks, a common has made it on to the Top 10. The Lotus Petal is a one-shot Mox of the color of your choice, and that's enough i make people actively seek out a card that's more likely to show up in a booster than any other on this list. The very definition of hot. ★ Sorceress Queen Soul Net Stampede ★ Stampede ★ Stasis Stasis Stane Spirit ★ Strone Spirit ★ Stronegold Cabal ★ Sulfurous Springs Syvelunite Temple Sylvan Library Tawnos's Weaponry Thicket Basilisk Throne of Bone	4.0 .5 2.0 3.0 4.0 .5 .5 .5 .5 .5 .5 .5 .5 .5 .5 .5 .5 .5
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	Asimela & Kjeldoran Royal Guard O Kjeldoran Skycaptain O Knight of Stromgald Leshrac's Rite Leviathan Library of Leng Literory of Leng Literore Literore Living Artifact Living Artifact Living Londs Lord of Atlants Lord of He Pit Lure Magical Hack Magical Hack Magical Hack Mana Flare Mana Vault Mana Vault Mana Wand Mind Bomb Mind Warp Mole Worms Necropotence Nether Shadow	1.00 4.50 75 75 4.00 5.00 5.00 75 75 75 75 2.00 4.50 3.00 4.00 3.00 4.00 3.00 4.00 5.50 5.50 5.50 5.50 5.50 5.50 5	6) Lotus Petal Yes, folks, a common has made it on to the Top 10. The Lotus Petal is a one-shot Mox of the color of your choice, and that's enough it make people actively seek out a card that's more likely to show up in a booster than any other on this list. The very definition of hot. ★ Sorceress Queen Soul Net Spirit Link ★ Stampede ★ Stasis Steal Artifact Stone Giant Stone Spirit ★ Strongold Cabal ★ Suffurous Springs Syvelunite Temple ★ Sylvan Library Tawnors's Weaponry Thicket Basilisk Throne of Bone Thrull Retainer ★ Time Bomb 4	4.0 .5 2.0 .5 .5 .5 .5 .5 .5 .5 .5 .5 .5 .5 .5 .5
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1、1、1、1、1、1、1、1、1、1、1、1、1、1、1、1、1、1、1、	Aksmer Aksident Royal Guard Kieldoran Royal Guard Kieldoran Skycaptain Knight of Stromgald Leshrac's Rite Leviarban Lichary of Leng Lifeforce Lifeforce Lifeforce Lifeforce Lifeforce Living Artifact Living Londs Lord of Aflantis Lord of Aflantis Lord of the Pit Lure Magical Hack Magus of the Unseen Mano Clash Mano Flare Mano Vault Manobarbs Meekstone Millstone Mind Bomb Mind Bomb Mind Warp Mole Worms Necropotence Nether Shadow Nevinyrral's Disk Nightmare Orcish Artillery Orcish Captain Orcish Captain Orcish Coptain Orcish Oriflamme	1,00 4,50 75 75 4,00 5,00 5,00 2,00 4,50 5,50 3,00 3,00 4,00 2,50 3,00 4,00 2,50 5,50 3,50 5,50 3,50 5,50 3,50 5,50 5	For Inches Petal Yes, folks, a common has made it on to the Top 10. The Lotus Petal is a one-shot Mox of the color of your choice, and that's enough i make people actively seek out a card that's more likely to show up in a booster than any other on this list. The very definition of hot. ★ Sorceress Queen Soul Net Soul Net Soul Net Stampade ★ Stampade ★ Stasis Stasis Stasis ★ Stone Spirit ★ Stromgold Cabal ★ Sulfurous Springs Syvelunite Temple Sylvan Library Thicket Basilisk Throne of Bone Thrull Retainer Time Bomb Time Bomb Time Elemental ★ Time Elemental ★ Time Elemental ★ Time Elemental ★ Tinuamai ★ Underground River Untamed Wilds ₩ Urza's Avenger 4 Untamed Wilds ₩ Urza's Avenger	4.00 .50 2.00 3.00 .50 .50 .50 .50 .50 .50 .50 .50
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Seeker Segovian Leviathan Segovian Leviathan 11	3.00 2.00 3.00 0.00 1.00 2.00 1.00 2.00 3.00 4.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00
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O Angry Mob

Apprentice Wizard Ashes to Ashes

5.00 3.00 3.00

TOP 10 HOTTEST CARDS 4) Pain Lands

Sometimes, love hurts. Players are loving the new cross-color pain lands like Caldera Lake, Pine Barrens and Salt Flats, which help to make multicolor decks more and more viable. This, of course, doesn't apply to all lands that hurt: Ancient Tomb, for example.

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The form po	b) Hammer of Bogarda: Hammer seems to have been a test-run rihe buybock obility. Its huge popularity ust have shown Wot that players don't aying big mana costs for the chance to pla rd again. If you like corts like Corpse Dan d Whispers of the Muse, you might have ammer to thank.	nind y a nce the
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*	Call of the Wild5.0	00
	Auro of Silence	50
	Cinder Giant	50
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*	Dense Foliage	50
	Desperate Gambit1.0	00
0	Dingus Staff	50
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-	Ertai's Familiar	50
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-	Firestorm 8	50
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	Gaea's Blessing2.	00
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0	Gernard's Wisdom	nn
*	Goblin Bomb 6	75
	Goblin Grenadiers1.	00
*	Heart of Bogardan6.	50
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3	Inner Sanctum	00
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*	Mana Web	25
*	Maraxus of Keld8.	00
0	Master of Arms	50
	Mischievous Poltergeist1.	00
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*	Mwonauli Ooze	51
*	Nature's Resurgence4.	51
ê	Necratog1.	.00
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• Chill	
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☐ Circle of Protection: Green ☐ Circle of Protection: Red	15
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TOP 10 CARDS

1) Time Warp

Time keeps on slipping, slipping into the top spot on the charts. Whether you're trying to drive your opponent out of cards or give yourself a chance for one last overwhelming attack, Time Warp is perfect for delivering that coup de grace.

	Citilinossi folilo	
ı	Endless Scream	15
H	Energizer	4.00
ı	Enfeeblement	15
1	Enraging Licid	1.25
ř	Ertai's Meddling	3.75
	Escaped Shapeshifter	5.00
ř.	Essence Bottle	1.00
ı	Evincar's Justice	
۲	Excavator	1.25
r	Extinction	3.00
•	Fevered Convulsion	
É	Field of Souls	
9	Fighting Drake	
)	Firefly	75
ı	Fireslinger	
)	Flailing Drake	1.25
)	Flickering Ward	
ı	Flowstone Giant	
)	Flowstone Salamander	75
r,	Flowstone Sculpture	.3.50
٢	Flowstone Wyvern	.3.25
r	Fool's Tome	.3.50
	Forest	
1	Frog Tongue	
۲	Fugitive Druid	
۲	Furnace of Rath	
)	Fylamarid	
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ı	Gaseous Form	15
è	Gerrard's Battle Cry	.3.75
ď	Chart Town	75

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	Goblin Bombardment	15
	Gravedigger Grindstone	6.00
1	Hand to Hand	3.75
-	Hanna's Custody	4.25
•	Harrow	1.00
	Havoc	2.50
	Henrt Sliver	15
	Heartwood Dryad Heartwood Giant	15
*	Heartwood Giant	.3.25
•	Heartwood Treefolk Helm of Possession	75
*	Helm of Possession	.5.25
	Hero's Resolve Horned Sliver	15
	Horned Sliver	1.25
	Horned Turtle	15
☆	Humility	.6.00
•	Imps' Taunt	2.25
•	Insight	1.75
•	Interdict	
*	Intuition	.5.00
0	Invulnerability	/5
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*	Jet Medallion	.3.50
×	Jinxed Idol	2.75
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~	Knight of Duck	1 25
ĕ	Krokilin	2.75
ĕ	Leeching Licid	1.50
•	Legacy's Allure	2.50
•	Kroklin Leeching Licid Legocy's Allure Legerdemain	.2.00
0	Light of Day	. 2.00
	Lightning Blast	15
	Lightning Blast Lightning Elemental Living Death	15
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	lobotomy	.3.00
m	Lotus Petal	. 1.00
	Lowland Giant	15
*	Maddening Imp	.3.25
*	Magmasaur	.3.50
×	Mognetic Web	.6.00
•	Mana Severance	.3.50
Ξ	Manakin	15
	Manta Riders	2.75
M	Marsh Lurker	15
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â	Maze of Shadows	3.00
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*	Meditate	10.00
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* . * * * * * *	Metalic Silver Mindwhip Silver Minion of the Wastes Mirri's Guile Mnemonic Silver Mogg Canon	15 .1.25 4.25 5.00 .1.25
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☐ Talon Sliver	15 :
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Tholakos Dreamsower Tholakos Lowlands Tholakos Lowlands	1.25
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★ Torture Chamber ★ Tradewind Rider	4.00 3.75
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	Wind Drake	15
公	Winds of Rath	4 00
	Winged Sliver	15
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	Wood Sage	3 50
0	Worthy Cause	1.25
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*	Giant Badger 5.00
大	Mana Crypt 20.00
*	Nolathni Dragon4.50
*	Sewars of Estark
*	Windseeker Centaur

FACTORY SETS

M:TG Beta Factory Set (363 cards)\$200.00
This set is known as the "Domestic Edition." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are not tournament legal. 10,000 printed.

M:TG Beta International Factory Set (363 cards)

Known as the "International Edition," this set is the same as above except the cards have "International Collectors Edition" on them. (ards are also not tournament legal. 5,000 printed.

HEY!

Check out the expanded Magic Players Guide, now featuring Tempest entries. The fun begins on page 116.



guide price

BATTLETECH	
WIZARDS OF THE COAST—1996 Full Set (293 cords)	\$275.00
Starter Deck (60 cards)	9.00
Storter Box (12 decks)	95.00
Booster Pack (15 cards)	95.00
Unlisted Commons	10
Unlisted Uncommons	
Alou Mallon	9.00
Alex Mollory R Arms Reduction R Arrow IV Battery .U	4.25
Arrow IV BatteryU	1.00
Atlac AST.K	5.00
Regret of McKennsy Hammer R	5.00
Biorn JorgenssonR	9.00
Canadce Liao	8.50
Communications Failure	4.00
Contract w/Gray Death LegionR	5.00
Contract with Wolf's DragoonsR	5.00 5.00 2.50
Coventry Metal Works V Crockett, CRK-5003-1 U	1.00
Culling R	4.00
Daisha A, Dire Wolt	14.00
Death Commando Strike	4.00
Death From Above	1.00
Dragonifly A, Viper R Dragonifly B, Viper U Dragonifly C, Viper U Dragonifly C, Viper U Dragonifly D, Viper U Dragonifly Finne, Viper U Effective Groundwork U Elios Cricibell R	4.00
Dragonfly B, ViperU	1.00
Dragonfly D. Viner	1.00
Dragonfly Prime, Viper	1.00
Effective GroundworkU	1.00
Elias Crichell	6.50
	1.00
Evantha Fetladral R	1.00
Exterminator, EXT-4DU	1.00
Falcon, FLC-4P	1.00
Firestarter, FS9-S	4.50
Flashman, FLS-8K	4.00
Fenris A, ke Ferret	7.50
Glodiator B, Executioner	1.00
Grayson Death CarlyleR	8.50
Guerrilla Support	5.00
Hanse Davion "The Fox" R	9.00
Heavy IndustryV	3.00
Highlander, HGN-732R	4.00
ISF Counterespinance R	4.00
Jaime WolfR	8.50
Jump Into Cover U Justin Xiang Allard R Kai Allard-Liao R	2.00
Justin Xiang Allard	11.00
Koshi A, Mist Lynx R Koshi C, Mist Lynx R Koshi D, Mist Lynx U Lancelot, LNC25-01 R	4.00
Koshi C, Mist LynxR	4.00
Koshi D, Mist Lynx	1.00
Leo ShowersR	6.00
Luck of the Fox	4.00
Mad Cat A, Timber Wolf	1.00
Mad Cat B, Timber Wolf Mad Cat C, Timber Wolf Mad Cat D, Timber Wolf	4 00
Mad Cat D, Timber Wolf U	1.00
Mon O' Wor A Gargovle	4.00
Man O' War B, Gargoyle R Man O' War C, Gargoyle R	4.00
Manipulation of Romano R	4 00
Marik Arms Trade	3.00
Marik Arms Trade	7.00
Masakari rrime, wamawkk	4.00
Maskirovka Operatives	4.00
Mouler, MAL-1K	4.00
Mauler, MAL-1R R Melissa Steiner Davion R Mongoose, MON-66 U	1.00
Morgan Hasek-Davion R Morgan Kell R	6.50
Morgan Kell	9.00
Natasha KerenskyR	14.00
Open Supply Lines	4.00
Orion, ON1-K	1.00
Parimeter Alarm P	4 00

Phelan	P	9.00
Pryde's Pride	R	4.00
Puma C, Adder	II	1.00
Rampage!	R	4 00
Rapid Cool-Down	Ü.	1.00
Royen RVN-31	Ü	1.00
Raven, RVN-3L Reassigned Pilot	R	4.00
Report from the Watch	R	4.00
Retrofitted Laser System	.U	1.00
Romano Liao	.R	7.00
Rookie Pilot	R	4.00
Ryoken A. Stormcrow	.U	1.00
Ryoken D, Stormcrow	.U	1.00
Sabotaged Heat Sinks	.R	4.00
Ryoken D, Stormcrow Sabotaged Heat Sinks Sabotaged Missiles	.R	4.00
Sacrifice for the Dragon!	.K	4.00
SAFE Report	.R	4.00
Salvage Strike Crew	.U	1.00
Satchel Charges	.R	4.00
Scrounger Crew	.V	3.00
Scrounger Crew Shogun, SHG-2F	.R	4.00
Silver Sunburst Pilot	.K	4.00
Spider, SDR-5V		75
Steal 'Mech	.R	
Subhash Indrahar	.R	6.00
Sun Zhang Academy	٧	3.00
Takashi Kurita	.R	9.50
Teachings of Unfinished Book Theodore Kurita	R	4.00
Theodore Kurita	R	7.50
Think Tank	٧	2.50
Thomas Marik	R	9.0
Thor B, Summoner Tsen Shang	R	4.0
Isen Shang	K	5.0
Uller C, Kit Fox	K	4.0
Victor Steiner-Davion	K	7.5
Vulture B, Mad Dog	K	5.0
Wolf's Dragoons Pilot		
Wyvern, WVE-5N	K	4.0
MIDDLE-EARTH: TH	-	-
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WIZARDS LIMITED	EL	HIUN

Vulture B, Mad Dog	R	5.00
Wolf's Dragoons Pilot	U	1.00
Wyvern, WVE-5N	R	4.00
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MIDDLE-EARTH: TH WIZARDS LIMITED IRON (ROWN ENTERPRISES—199 Full Set (484 cords)	IE	
WIZARDS LIMITED	EDIT	ON
IRON CROWN ENTERPRISES-199	5	
Full Set (484 cards)		\$325.00
Starter Deck (76 cards) Starter Box (10 decks)		10.00
Starter Box (10 decks)		95.00
Booster Pack (15 cards)		3.50
Booster Box (36 packs)		. 100.00
Unlisted Common cards Unlisted Common sites		20
Unlisted Common sites		25
Unlisted Common characters		25
Unlisted Uncommon cards		75
Unlisted Rare cards		4.00
Pr rarity denotes promo.		
Adunaphel	R	9.00
Agburanar	R	7.50
Akhôrahil	R	9.00
Align Palantír	U	1.50
Arkenstone, The	R	7.50
Army of the Dead	R	6.50
Assassin	R	7.50
Balance of Things, The	R	6.50
Balrog of Moria	R	8.50
Bane of the Ithil-stone	R	8.00
Barad-dûr	R	6.50
Bilbo	R	12.00
Black Arrow	Pr	3.50
Burden of Time, The	U	1.00
Call of the Sea	U	1.50
Call of the Sea	R	7.5
Cirith Ungol	R	4.5
Cock Crows, The	U	1.5
Daelomin	R	6.0
Dáin II	R	7.0
Dwar of Waw	R	8.0
Dw. Ring of Barin's Tribe Dw. Ring of Bavor's Tribe	R	6.0
Dw. Ring of Bavor's Tribe	R	6.0
Dw. Ring of Druin's Tribe	R	6.0
Dw. Ring of Durin's Tribe Dw. Ring of Dwalin's Tribe	R	6.0
Dw. Ring of Dwalin's Tribe	R	6.0
Dw. Ring of Thelor's Tribe	U	2.5
Dw. Ring of Thrér's Tribe	U	2.5
Elf-song	R	7.0
Elrond	R	7.5
Eye of Sauron	R	8.5
Fair Travels in Dark-domains	R	5.0
Fair Travels in Free-domains	R	5.0
Fell Beast	R	7.0
Frodo	R	12.0

Fury of The Iron Crown	Pr	2.50
Fury of The Iron Crown Galadriel Gamling the Old	K	1.50
Ghân-huri-Ghân		1 501
Glamdring	U	1.50
Glamdring	U	1.50
Glóin	U	1.50
Collum's Foto	U	1.50
Great Fooles The	K	1.00
Great Ship	R	6.00
Hillmen	U	1.00
Great Eagles, The Great Ship Hillmen Hoarmurath of Dir	R	9.00
		75
Imrahil	R	8.00 2.50
Iron Crown, The Isles of the Deod that Live	Pr	2.50
Isles of the Dead that Live	R	
Khamol the Easterling Knights of Dol Amroth Lossoth Magic Ring of Courage	K.	10.00
Lossoth		1.00
Magic Ring of Courage	U	1.50
Magic Ring of Lore Magic Ring of Nature	U	1.50
Magic Ring of Nature	U	1.50
Magic Ring of Natalth Magic Ring of Words		1.50
Magic King of Words		1.50
Merry	R	7.00
Moon	U	1.50
Morannon	R	8.00
Morgul-horse	R	7.50
Morgul-knife	K	7.00
Morgul Night		7.50 1.50 1.50
Mount Gundahad	- 11	1.50
Mouth of Souron	R	8.00
Narsil	U	1.50
Narya Nazgûl are Abroad, The	K	7.00 7.00
Nazgul are Abroad, The Neeker- Breekers	R	2.50
Nenva	R	/.00
Old Man Willow		1.50
Old Thrush, The Olog-hai (Trolls)	U	1.50
Olog-hai (Trolls)	U	39.00
One Ring, The	K	1.50
Oct.in-Edhil		1.50
Palantir of Elostirion Palantir of Minas Tirith	U	1.50
Palantir of Minas Tirith	U	1.50
Palantir of Orthanc Pale Sword, The	U	1.50
Procious, The	K	7.50
Pûkel-men	R	5.00
Quickheam		1.00
Quiet Lands	U	1.00
Pen the Unclean	- 8	8.00
Roor The Koven	K	5.00
Roäc the Raven Rogrog Sacrifice of Form	R	9.00
Secret Entrance	K	6.00
Shadowfax	R	6.50
Shelob	R	8.00
Shelob's Lair	k	7.00
Silent Watcher		5.00
		6.50
Thorin II		7.00
Tom (Tuma)		1 150
Torque of Hues Traitor		7.00
True Fána		
Uvatha the Horseman Vale of Erech		R10.00
Vale of Erech		5.00
Vilya		
White Tree, The Will of Souron, The Will of the Ring, The Witch-king of Angmar Wizard's Fire		R 9.00
Will of the Ring. The		R 6.00
Witch-king of Angmar		R 9.00
Wizard's Fire		R 5.00
Wizard's Flame		0 1.30
Wizard's Laughter Wizard's River-horses		U 1.50 U 1.50
Words of Power and Terror		R 6.00
Total or Formal and Total Trans		0.00
PORTAL	400	39/80/
WIZARDS OF THE COAST—1997	1	120.00
Full Set (215 cards)		130.00
Starter Box (12 decks)		95.00
Thief Thorin II Tom (Turna) Torque of Hues Traitor True Fotna Uvatha the Horseman Vale of Erech Vilya White Tree, The Will of Souron, The Witch-king of Angmar Wizard's Fire Wizard's Flame Wizard's Flame Wizard's Flame Wizard's Flame Twizard's Flame Wizard's Loughter Wizard's Flame Wizard's		3.00
Booster Box (36 packs)		80.00

Ancestral MemoriesR	5.50
ArchangelR	8.00
ArmageddonR.	
Balance of Power	00.4
	4.00
Blinding Light	3.00
Cruel Bargain	3.00
Cruel Fate	5.00
Cruel TutorR	5.00
Novostation P	8.00
Djinn of the Lamp	5.00
Dread ChargeR	4.00
Dread Reaper	4.00
EarthquakeR	5.00
Ebon DragonR	6.00
Final Strike R	5.00
Fire DragonR	6.00
Fire TempestR	4.00
Forked LightningR	5.00
Gift of Estates	
Harsh JusticeR	4.00
King's AssassinR	6.00
Last ChanceR	5.00
Mercenary Knight	3.00
Natural OrderR	5.00
Nature's Claok R Pillaging Horde R	4.00
Prillaging Horde	5.00
ProsperityR	8.00
Serpent Assassin	
Spiritual Guardian	
Stern Marshal	
Summer Bloom	
Sylvan Tutor R	3.00
Sylvan Tutor R Taunt R	4.00
Temporary TruceR	3.00
Thing from the DeepR	5.00
Thundering Wurm	4.00
ThundermareR	8.00
Treetop DefenseR	3.50
Volcanic DragonR	6.00
Wicked Pact	25.00
Wrath of GodR	25.00
STAR TREK: THE NEXT	
GENERATION UNLIMI	
DECIPHER-1994	Table 10
Full Set (363 cards)	\$250.00
Starter Deck (60 cards)	7.50
Starter Box (12 decks) Booster Pack (15 cards)	78.00
Booster Pack (15 cards)	2.50
Booster Box (36 packs) Unlisted Common cards	80.00
Unlisted Common cards	15
Unlisted Common Personnel cards	60
Unlisted Uncommons	

Unlisted Common cards	15
Unlisted Common Personnel cards	60
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Cards are white-bordered.	
Albert Einstein	4.50
Alidar larak	4 00
Alien Groupie	4.00
Alyanna Nechayev	4.00
Ancient Computer	4.00
Anti-Time Anomaly	4.00
Armus—Skin of Evil	P 4.50
Avert Disaster	3 50
Pa'al	1 100
D'Eter	7.50
Ba'el B'Etor Barclay's Protoplasmic Disease	P 450
Betazoid Gift Box	00.4.00
Beverly Crusher	D 14.00
Develop Clusher	11 76
Bochra	0/5
Bynars Weapon Enhancement	D 4.00
Bynars weapon Enhancement	4.50
Crosis	0.00
Crystalline Entity	9.50
Cultural Observation	K 3.50
Cytherians	K 4.00
Data	K 27.00
Deanna Troi	K14.00
Devil, The	K4.50
Devoras	K 6.00
Dr. La Forge Dr. Leah Brahms	K4.50
Dr. Leah Brahms	K 4.50
Duras	K5.50
Evaluate Terraforming	K 3.50
Fynlore Block Cluster	R 3.50
Explore Dyson Sphere Explore Typhone Expanse Extraction	R3.50
Explore Typhone Expanse	R 3.50
Extraction	R3.50
Geordi La Forge	R20.00
Goddess of Empathy	R4.50
Goddess of Empathy	R 10.00
Haakona	R 5.50
Honor Challenge	R 4.00
Horog'hn	R 7.50
Hugh	R 5.50
Hunt for DNA Program	R 4.00
I.K.C. Bortas	R 6.00

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STAR TREK: THE NEXT GENERATION LIMITED	
DECIPHER-1995	100000
Full Set (363 cards)	\$650.00
Starter Deck (60 cards)	15.00
Starter Box (12 decks)	140.00
Booster Pack (15 cards)	6.00
Booster Box (36 packs)	170.00
Cards are black-bordered.	, 0.00
Single cards are worth 30% to 40% more the unlimited equivalents.	an

ALTERNATE UNIVERS	
ALTERNATE UNIVERS EXPANSION DECIPHER-1995	E
DECIPHER—1995	
Full Set (122 cards, not including "Fuh	ure Enterprise
BOOSTER POCK (15 cords)	21
Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommon cards	85.0
Unlisted Common Personnel cards	5
Unlisted Uncommon cards Unlisted Rare cards	1.0
Berlingoff Rasmussen	4.5
Beverly Picard	4.5
Commander Tomalak	50
Cryosatellite R Data's Head R	7.0
Doto's Head R Devidian Doorway R FGC-47 Research R Future Enterprise U Footbury R FGC-47 R FOOTBURY R FGC-47 R	4.0
Future Enterprise	4.5
Gomtuu R Governor Worf R Ian Andrew Troi R	4.5
Governor Worf	13.00
Conian Gateway R Lokanta U Lt. (j.g.) Picard U Major Rokol R	5.00
LakantaU	1.00
Major Rakal	1.00
Ophidian Cane	5.00
Ophidian Cone R Reunion R Samuel Clemens' Pocketwatch R	4.50
Tasha Yar-Alternate	9.00
Tasha Yar-Alternate	14.00
Q CONTINUUM EXPAI	ISION
DECIPHER—1996 Full Set (121 cards)	
Knoster Pack (15 cards)	2 00
Booster Box (36 packs) Common Cards	90.00
Common Cards	25
Uncommon Cards Unlisted Rare Cards	4.00
Arbiter of Succession R Blade of Tken R Canar R Data's Sady R Describeraty R	5.00
CanarR	5.00
Data's Body	3.50
GalenR	6.00
Data's Body R Doppleganger R Galen R IKC Mobt-R'a R Juliana Tainer R	4.50
Katherine Pulaski P	5.50
Klinnon (ivil Wor D	5.00
Lal R Madam Guinan R Manheim's Dirnensional Door R	6.00
Manheim's Dimensional DoorR	4.00
Mona Lisa	5.00
Mr. nomn R	4.50
Nick Locarno	
Sheliak, The	6.00
lenx	6.00
USS StargazerR	6.00 4.00 6.00
USS Stargazer R Yuta R	6.00 6.00 6.00 9.00
STAP WARS	6.00 4.00 6.00
STAR WARS LIMITED EDITION	6.00 4.00 6.00 9.00
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STAR WARS LIMITED EDITION	6.00 4.00 6.00 9.00
STAR WARS LIMITED EDITION DECIPIER-195 Full Set (324 cards) Starter Deck (60 cards) System Deck (60 cards)	
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į	Crash Site Memorial	1.00
)	Dantooine	1.00
)	Dantooine	1.00
5	Dark Collaboration R	
ì	Dark Jedi Lightsaber U Dark Jedi Presence R Darth Vader R	1.50
í	Dork Jedi Presence	7.50
′	Dorth Vada	7.50
,	Dorld Voder	50.00
	Dathcha U Death Star: Lvl 4 Mil.Corr. U	1.00
١	Death Star: Lvl 4 Mil.Corr	1.00
١	Death Star Plans R Death Star Sentry U Death Star: Trash Comp. U Demotion R	5.00
i	Death Star Sentry II	1.00
ĭ	Death Star Track Comp II	1.00
ì	Demotion D	1.00
1	Deutstatas	3.00
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	Dice Ibegon	3.00
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	Disarmed (light side)	6.00
	Dias Puhr P	3.00
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	Dr. Evazan	3.30
	DC (1.2	4.00
	DS-61-2U	1.50
	DS-61-3R	8.00
	DutchR	7.50
	EG-6	1.00
	EG-6 U Emergency Deployment U Empire's Back, The U	1.00
	Fmnire's Rock The	1.00
	Evened the Empire	1.00
	Expund the Empire	, 5.00
	Expand the Empire R Eyes in the Dark U Fear Will Keep Them In Line R	1.00
	Fear Will Keep Them In Line	3.00
	Feltipern Treynon	1.00
	5D6-RA-7	1.00
	Feltipern Trevagg U 506-RA-7 R Force is Strong With this One R Full Throttle R	5.00
	Foll The self of t	4.00
	Full Throttle	3.00
	Garindan	3.00
	General Dodonna U General Tagge R Gift of the Mentor R Gold 1 R	1.00
	General Toppe P	4.50
ı	Gift of the Montes	4.30
ı	Cold 1	6.00
	GOID 1	3.00
	Gold 1 R Gold 5 R	3.50
1	Grand Moff Tarkin R Han's Heavy Blaster Pistol R .	20.00
1	Han's Heavy Blaster Pistol P	4.00
i	Han Seeker	3.00
i	Han Solo	27.00
	Hull 3010	
i	Holo Ma Ohi Wan Vanali D	5.50
-	Help Me Obi-Wan KenobiR .	5.50
-	Help Me Obi-Wan Kenobi R I Find YourDisturbing R	5.50
	Han Solo R Help Me Obi-Wan Kenobi R I Find Your. Disturbing R I Have You Now R	3 00
	I have tou Now	3 00
	I have tou Now	3 00
	I have tou Now	3 00
	l've Lost Artoo! U Imperial-Class Star Destroyer U Into Chute Flyboy P	3.00 1.00 3.00
	l've Lost Artoo! U Imperial-Class Star Destroyer U Into Chute Flyboy P	3.00 1.00 3.00
	l've Lost Artoo! U Imperial-Class Star Destroyer U Into Chute Flyboy P	3.00 1.00 3.00
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	Trive Tou Now R T've Lost Arboe! U Imperial-Class Star Destroyer U Into Chute, Flyboy R Into Chute, Flyboy R Ion Cannon U Jawa Pack U Jawa Siesta U Jedi Lightsober U Jedi Presence R Jek Porkins U Juri Juice R Kabe U Kaf Ffoln C'ndros R	3.00 1.00 3.00 3.00 1.50 1.00 1.50 7.00 1.00 3.00 1.50
	Tree Lost Arbool U Imperial-Class Star Destroyer U Into Chute, Flyboy R Into Chute, Flyboy R Into Chute, Flyboy R Into	3.00 1.00 3.00 3.00 1.50 1.00 1.50 7.00 1.00 3.00 1.50 7.00 1.00 3.00
	Tree Lost Arbool U Imperial-Class Star Destroyer U Into Chute, Flyboy R Into Chute, Flyboy R Into Chute, Flyboy R Into	3.00 1.00 3.00 3.00 1.50 1.00 1.50 7.00 1.00 3.00 1.50 7.00 1.00 3.00
	Tree Lost Arbool U Imperial-Class Star Destroyer U Into Chute, Flyboy R Into Chute, Flyboy R Into Chute, Flyboy R Into	3.00 1.00 3.00 3.00 1.50 1.00 1.50 7.00 1.00 3.00 1.50 7.00 1.00 3.00
	Trive Lost Arboo! U Imperial-Class Star Destroyer U Into . Chute, Flyboy R Into . Chute, Fl	3.00 3.00 3.00 3.00 1.50 1.00 1.00 7.00 3.00 1.25 6.00 4.00 7.00
	Trive Lost Arboo! U Imperial-Class Star Destroyer U Into . Chute, Flyboy R Into . Chute, Fl	3.00 1.00 3.00 3.00 1.50 1.00 1.00 1.00 1.00 1.00 1.00 4.00 4.00 2.00 7.00 5.50
	Tree Lost Arbool U Imperial-Class Star Destroyer U Into	3.00 1.00 3.00 3.00 1.50 1.00 1.00 1.00 1.00 1.00 1.00 4.00 4.00 2.00 7.00 5.50
	Trive Lost Arboo! U Imperial-Class Star Destroyer Unto Chute, Flyboy R Into Chute, Fly	3.00 1.00 3.00 3.00 1.50 1.00 1.00 1.00 1.00 1.00 1.00 4.00 4.00 2.00 7.00 5.50
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	Trive Lost Arbool U Imperial-Class Star Destroyer U Into. Chute, Flyboy R Into Chute, Fly	3.00 1.00 3.00 3.00 1.50 1.00 1.00 1.00 1.00 1.00 1.00 4.00 4.00 2.00 7.00 5.50
	Trive Lost Arbool U Imperial-Class Star Destroyer U Into. Chute, Flyboy R Into Chute, Fly	3.00 1.00 3.00 3.00 1.50 1.00 1.00 1.00 1.00 1.00 1.00 4.00 4.00 2.00 7.00 5.50
	Trive Lost Arbool U Imperial-Class Star Destroyer U Into. Chute, Flyboy R Into Chute, Fly	3.00 1.00 3.00 3.00 1.50 1.00 1.00 1.00 1.00 1.00 1.00 4.00 4.00 2.00 7.00 5.50
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	Tree Lost Arbool U Imperial-Class Star Destroyer Unto	3.00 1.00 3.00 3.00 1.50 1.00 1.00 1.00 1.00 1.00 1.00 4.00 4.00 2.00 7.00 5.50
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Spoce Slug (Light Side) Stone Pile The Dark Path The Professor This Is More Like It This Is No Cave Through the Force Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor	R R R R R R	3.50 4.00 5.00 4.00 4.00 4.50 4.50 4.50
Spoce Slug (Light Side) Stone Pile The Dark Path The Professor This Is More Like It This Is No Cave Through the Force Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor	R R R R R R	3.50 4.00 5.00 4.00 4.00 4.50 4.50 4.50
Spoce Slug (Light Side) Stone Pile The Dark Path The Professor This Is More Like It This Is No Cave Through the Force Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor	R R	3.50 4.00 5.00 4.00 4.00 4.50 4.50 4.00 4.50 4.00 4.50 4.00
Spoce Slug (Light Side) Stone Pile The Dark Potth. The Professor This Is More Like It This Is No Cove This Is No Cove Through the ForceWill See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can. Outmaneuver Them We Don't Need Their Scum WHAAAAAAAAAOOOW! What. Bidding My Moster? Yoda Yodu, You Seek Yoda Yodos' Shoee	R R	3.50 4.00 5.00 4.00 4.00 4.50 4.50 4.00 4.50 4.00 4.50 4.00
Spoce Slug (Light Side) Stone Pile The Dark Potth. The Professor This Is More Like It This Is No Cove This Is No Cove Through the ForceWill See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can. Outmaneuver Them We Don't Need Their Scum WHAAAAAAAAAOOOW! What. Bidding My Moster? Yoda Yodu, You Seek Yoda Yodos' Shoee	R R	3.50 4.00 5.00 4.00 4.00 4.50 4.50 4.00 4.50 4.00 4.50 4.00
Spoce Slug (Light Side) Stone Pile The Dark Potth. The Professor This Is More Like It This Is No Cove This Is No Cove Through the ForceWill See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can. Outmaneuver Them We Don't Need Their Scum WHAAAAAAAAAOOOW! What. Bidding My Moster? Yoda Yodu, You Seek Yoda Yodos' Shoee	R R	3.50 4.00 5.00 4.00 4.00 4.50 4.50 4.00 4.0
Spoce Slug (Light Side) Stone Pile The Dark Path The Professor This Is More Like It This Is No Cave Through the Force Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor	R R	3.50 4.00 5.00 4.00 4.00 4.50 4.50 4.00 4.50 4.00 4.50 4.00
Space Slug (Light Side) Stone Pile The Dark Path The Dark Path This Is Not Cave This Is More Like It This Is No Cave Through the Force. Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can Outmaneuver Them We Dan't Need Their Scum WHAAAAAAAAAAOOOW! What . Bidding My Master? Yoda Yoda You Seek Yoda Yoda's Hope Zuckuss Zuckuss Snare Rifle	R R	3.50 4.00 5.00 4.00 4.00 4.50 4.50 4.00 4.0
Spoce Slug (Light Side) Stone Pile The Dark Potth. The Professor This Is More Like It This Is No Cove This Is No Cove Through the ForceWill See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can. Outmaneuver Them We Don't Need Their Scum WHAAAAAAAAAOOOW! What. Bidding My Moster? Yoda Yodu, You Seek Yoda Yodos' Shoee	R R	3.50 4.00 5.00 4.00 4.00 4.50 4.50 4.00 4.0
Spoce Slug (Light Side) Stone Pile The Dark Path. The Professor This Is More Like It This Is No Cave Through the Force. Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can Outmaneuver Them We Don't Need Theirs Crum WHAAAAAAAAAOOOW! What Bidding My Master? Yoda Yoda, You Seek Yoda Yoda's Hope Zuckuss Zuckuss Sarar Rifle FIRST ANTHOLOGY DECPHER . 1997	R R	3.50 4.00 5.00 4.00 4.00 4.50 4.50 4.00 4.0
Spoce Slug (Light Side) Snore Slug (Light Side) Snore Pile The Dark Parth The Professor This Is More Like It This Is Nore Like It This Is No Cree Through the Force Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can. Outmaneuver Them We Don't Need Their Scum WHAAAAAAAAAOOOOW! What Bidding My Master? Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Zuckuss Zuckuss Snare Rifle FIRST ANTHOLOGY DECIPHER 1997 Royad Set	R R R R R R R R R R R R R R R R R R R	3.50 4.00 5.00 4.00 4.00 4.50 4.00 4.00 4
Spoce Slug (Light Side) Snore Slug (Light Side) Snore Pile The Dark Parth The Professor This Is More Like It This Is Nore Like It This Is No Cree Through the Force Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can. Outmaneuver Them We Don't Need Their Scum WHAAAAAAAAAOOOOW! What Bidding My Master? Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Zuckuss Zuckuss Snare Rifle FIRST ANTHOLOGY DECIPHER 1997 Royad Set	R R R R R R R R R R R R R R R R R R R	3.50 4.00 5.00 4.00 4.00 4.50 4.00 4.00 4
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Spoce Slug (Light Side) Spoce Slug (Light Side) Stone Pile The Dark Porth The Professor This Is More Like It This Is No Cree Through the Force Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can. Outmaneuver Them We Don't Need Their Scum WHAMAAMAMAOOOOW! What Bidding My Master? Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Zuckuss Zuckuss Snare Rifle FIRST ANTHOLOGY DECIPHER 1997 Royad Set	R R R R R R R R R R R R R R R R R R R	3.50 4.00 5.00 4.00 4.00 4.50 4.00 4.00 4
Spoce Slug (Light Side) Spoce Slug (Light Side) Stone Pile The Dark Porth The Professor This Is More Like It This Is No Cree Through the Force Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can. Outmaneuver Them We Don't Need Their Scum WHAMAAMAMAOOOOW! What Bidding My Master? Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Zuckuss Zuckuss Snare Rifle FIRST ANTHOLOGY DECIPHER 1997 Royad Set	R R R R R R R R R R R R R R R R R R R	3.50 4.00 5.00 4.00 4.00 4.50 4.00 4.00 4
Spoce Slug (Light Side) Spoce Slug (Light Side) Stone Pile The Dark Porth The Professor This Is More Like It This Is No Cree Through the Force Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can. Outmaneuver Them We Don't Need Their Scum WHAMAAMAMAOOOOW! What Bidding My Master? Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Zuckuss Zuckuss Snare Rifle FIRST ANTHOLOGY DECIPHER 1997 Royad Set	R R R R R R R R R R R R R R R R R R R	3.50 4.00 5.00 4.00 4.00 4.50 4.00 4.00 4
Spoce Slug (Light Side) Spoce Slug (Light Side) Stone Pile The Dark Porth The Professor This Is More Like It This Is No Cree Through the Force Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can. Outmaneuver Them We Don't Need Their Scum WHAMAAMAMAOOOOW! What Bidding My Master? Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Zuckuss Zuckuss Snare Rifle FIRST ANTHOLOGY DECIPHER 1997 Royad Set	R R R R R R R R R R R R R R R R R R R	3.50 4.00 5.00 4.00 4.00 4.50 4.00 4.00 4
Spoce Slug (Light Side) Stone Pile The Dark Path. The Professor This Is More Like It This Is No Cave Through the Force. Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can Outmaneuver Them We Don't Need Theirs Crum WHAAAAAAAAAOOOW! What Bidding My Master? Yoda Yoda, You Seek Yoda Yoda's Hope Zuckuss Zuckuss Sarar Rifle FIRST ANTHOLOGY DECPHER . 1997	R R R R R R R R R R R R R R R R R R R	3.50 4.00 5.00 4.00 4.00 4.50 4.00 4.00 4
Spoce Slug (Light Side) Stone Pile The Dark Poth. The Professor This Is More Like It This Is No Cave Through the Force. Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can Outmaneuver Them We Can Outmaneuver Them We MAAAAAAAAOOOOW! What Bidding My Master? Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Yoda's Hope Zuckuss Zuckuss Sarre Rifle FIRST ANTHOLOGY DECIPHER. 1997 Boxed Set Boba Fett Cmdr. Wedge Antilles Death Star Assault Squadron Jobbo's Influence Hit and Run	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	3.5C 4.00 4.00 4.00 4.5C 4.5C 4.00 4.5C 4.00 4.5C 4.00 4.5C 4.00 4.5C 4.5C 4.5C 4.5C 4.5C 4.5C 4.5C 4.5C
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Spoce Slug (Light Side) Stone Pile The Dark Poth. The Professor This Is More Like It This Is No Cave Through the Force. Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can Outmaneuver Them We Dan't Need Their Sum WHAAAAAAAAOOOW! What Bidding My Master? Yoda Yoda, You Seek Yoda Yoda's Hope Zuckuss Zuckuss Sarore Rifle FIRST ANTHOLOGY DECIPIER 1997 Boxed Set Boba Fett Cmdr. Wedge Antilles Death Stur Assoult Squadron Jabba's Influence Hitt and Run TITLE CEILES U.S. PLAYING CARD (O. — 1996	R R R R R R R R R R R R R R R R R R R	3.5C 4.00 4.00 4.00 4.00 4.5C 4.5C 4.00 4.5C 4.5C 4.00 4.5C 4.5C 4.00 4.5C 4.5C 4.5C 4.5C 4.5C 4.5C 4.5C 4.5C
Spoce Slug (Light Side) Stone Pile The Dark Poth. The Professor This Is More Like It This Is No Cave Through the Force. Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can Outmaneuver Them We Dan't Need Their Sum WHAAAAAAAAOOOW! What Bidding My Master? Yoda Yoda, You Seek Yoda Yoda's Hope Zuckuss Zuckuss Sarore Rifle FIRST ANTHOLOGY DECIPIER 1997 Boxed Set Boba Fett Cmdr. Wedge Antilles Death Stur Assoult Squadron Jabba's Influence Hitt and Run TITLE CEILES U.S. PLAYING CARD (O. — 1996	R R R R R R R R R R R R R R R R R R R	3.5C 4.00 4.00 4.00 4.00 4.5C 4.5C 4.00 4.5C 4.5C 4.00 4.5C 4.5C 4.00 4.5C 4.5C 4.5C 4.5C 4.5C 4.5C 4.5C 4.5C
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Spoce Slug (Light Side) Sonce Slug (Light Side) Stone Pile The Dark Porth. The Professor This Is More Like It This Is No Cove Through the Force Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can Outmoneuver Them We Don't Need Theiri Scum WHAAAAAAAAOOOOW! Whot Bidding My Master? Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Yoda, Ton See Tight Squadron Zuckuss' Snare Rifle FIRST ANTHOLOGY DECIPIER—1997 Boxed Set Use Play Start Squadron X-Wing Assault Squadron X-Wing Assault Squadron Jabba's Influence Hit and Run FILE X-FILES U.S. PLAYING CARD (O.—1996 FULS et (334 cards) Starter Book (60 cards) Starter Box (17 decks) Booster Pock (61 cards) Starter Box (17 decks) Booster Pock (61 cards) Starter Box (17 decks) Booster Pock (15 cards) Booster Pock (15 cards) Booster Pock (15 cards) Booster Pock (15 cards) Booster Box (16 cards) Uncommon cards Rare cards Fried cards	R R R R R R R R R R R R R R R R R R R	3.5(4.00) 5.00(5.00) 5.00(5.00) 6.00(6.00) 6
Spoce Slug (Light Side) Sonce Slug (Light Side) Stone Pile The Dark Porth. The Professor This Is More Like It This Is No Cove Through the Force Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can Outmoneuver Them We Don't Need Theiri Scum WHAAAAAAAAOOOOW! Whot Bidding My Master? Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Yoda, Ton See Tight Squadron Zuckuss' Snare Rifle FIRST ANTHOLOGY DECIPIER—1997 Boxed Set Use Play Start Squadron X-Wing Assault Squadron X-Wing Assault Squadron Jabba's Influence Hit and Run FILE X-FILES U.S. PLAYING CARD (O.—1996 FULS et (334 cards) Starter Book (60 cards) Starter Box (17 decks) Booster Pock (61 cards) Starter Box (17 decks) Booster Pock (61 cards) Starter Box (17 decks) Booster Pock (15 cards) Booster Pock (15 cards) Booster Pock (15 cards) Booster Pock (15 cards) Booster Box (16 cards) Uncommon cards Rare cards Fried cards	R R R R R R R R R R R R R R R R R R R	3.5(4.00) 5.00(5.00) 5.00(5.00) 6.00(6.00) 6
Spoce Slug (Light Side) Sonce Slug (Light Side) Stone Pile The Dark Porth. The Professor This Is More Like It This Is No Cove Through the Force Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can Outmoneuver Them We Don't Need Theiri Scum WHAAAAAAAAOOOOW! Whot Bidding My Master? Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Yoda, Ton See Tight Squadron Zuckuss' Snare Rifle FIRST ANTHOLOGY DECIPIER—1997 Boxed Set Use Play Start Squadron X-Wing Assault Squadron X-Wing Assault Squadron Jabba's Influence Hit and Run FILE X-FILES U.S. PLAYING CARD (O.—1996 FULS et (334 cards) Starter Book (60 cards) Starter Box (17 decks) Booster Pock (61 cards) Starter Box (17 decks) Booster Pock (61 cards) Starter Box (17 decks) Booster Pock (15 cards) Booster Pock (15 cards) Booster Pock (15 cards) Booster Pock (15 cards) Booster Box (16 cards) Uncommon cards Rare cards Fried cards	R R R R R R R R R R R R R R R R R R R	3.5(4.00) 5.00(5.00) 5.00(5.00) 6.00(6.00) 6
Spoce Slug (Light Side) Sonce Slug (Light Side) Stone Pile The Dark Porth. The Professor This Is More Like It This Is No Cove Through the Force Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can Outmoneuver Them We Don't Need Theiri Scum WHAAAAAAAAOOOOW! Whot Bidding My Master? Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Yoda, Ton See Tight Squadron Zuckuss' Snare Rifle FIRST ANTHOLOGY DECIPIER—1997 Boxed Set Use Play Start Squadron X-Wing Assault Squadron X-Wing Assault Squadron Jabba's Influence Hit and Run FILE X-FILES U.S. PLAYING CARD (O.—1996 FULS et (334 cards) Starter Book (60 cards) Starter Box (17 decks) Booster Pock (61 cards) Starter Box (17 decks) Booster Pock (61 cards) Starter Box (17 decks) Booster Pock (15 cards) Booster Pock (15 cards) Booster Pock (15 cards) Booster Pock (15 cards) Booster Box (16 cards) Uncommon cards Rare cards Fried cards	R R R R R R R R R R R R R R R R R R R	3.5(4.00) 5.00(5.00) 5.00(5.00) 6.00(6.00) 6
Spoce Slug (Light Side) Sonce Slug (Light Side) Stone Pile The Dark Porth. The Professor This Is More Like It This Is No Cove Through the Force Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can Outmoneuver Them We Don't Need Theiri Scum WHAAAAAAAAOOOOW! Whot Bidding My Master? Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Yoda, Ton See Tight Squadron Zuckuss' Snare Rifle FIRST ANTHOLOGY DECIPIER—1997 Boxed Set Use Play Start Squadron X-Wing Assault Squadron X-Wing Assault Squadron Jabba's Influence Hit and Run FILE X-FILES U.S. PLAYING CARD (O.—1996 FULS et (334 cards) Starter Book (60 cards) Starter Box (17 decks) Booster Pock (61 cards) Starter Box (17 decks) Booster Pock (61 cards) Starter Box (17 decks) Booster Pock (15 cards) Booster Pock (15 cards) Booster Pock (15 cards) Booster Pock (15 cards) Booster Box (16 cards) Uncommon cards Rare cards Fried cards	R R R R R R R R R R R R R R R R R R R	3.5(4.00) 5.00(5.00) 5.00(5.00) 6.00(6.00) 6
Spoce Slug (Light Side) Spoce Slug (Light Side) Stone Pile The Dark Parth The Professor This Is More Like It This Is No Crew Through the Force Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can. Outmaneuver Them We Don't Need Their Scum WHAAAAAAAAAOOOOW! What Bidding My Master? Yoda Yody, You Seek Yoda Yodo's Hope Zuckuss Zuckuss Snare Rifle FIRST ANTHOLOGY DECPHER 1997 Boxed Set The Wedge Antilles Death Star Assoult Squadron X-Wing Assoult Squadron Jabba's Influence Hit and Run FILE CEILES US. PLAYING CARD (O.—1996 Full Set (334 cards) Starter Box (12 decks) Booster Pack (15 cards) Booster Box (12 decks) Booster Pack (15 cards) Booster Box (12 decks) Booster Pack (15 cards) Booster Box (15 cards) Booster Box (15 cards) Regen Tox Mulder Agent Dona Scully Agent For Mulder Asst. Director Wolter Skinner Caustoristiciliancer Macasures	R R R R R R R R R R R R R R R R R R R	3.532.00 \$300.0.30.0 \$300.0.30.0 \$300.0.25.5.5
Spoce Slug (Light Side) Spoce Slug (Light Side) Stone Pile The Dark Parth The Professor This Is More Like It This Is No Crew Through the Force Will See Tight Squeeze Unexpected Interruption Visage of the Emperor We Can. Outmaneuver Them We Don't Need Their Scum WHAAAAAAAAAOOOOW! What Bidding My Moster? Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Suckuss Zuckuss Zuckuss Sauth Squadron Jebba Fett Boba Fett Star Assauth Squadron Jebba's Influence Hit and Ron LIE X-SILES U.S. PLAYING CASD (O. — 1996 Full Set (38 packs) Starter Deck (60 cards) Starter Box (17 decks) Booster Pack (15 cards) Booster Box (36 packs) Common cards Agent Alex Krycek Agent Donn Scully Agent For Walder Skinner Counterintelligence Measures Donn Scully Madder Asst. Director Walter Skinner Counterintelligence Measures Donn Scully Madder	R R R R R R R R R R R R R R R R R R R	3.50 4.00 4.00 4.00 4.50 4.50 4.50 4.50 4
Spoce Slug (Light Side) Spoce Slug (Light Side) Stone Pile The Dark Parth The Professor This Is More Like It This Is No Crew Through the Force Will See Tight Squeeze Unexpected Interruption Visage of the Emperor We Can. Outmaneuver Them We Don't Need Their Scum WHAAAAAAAAAOOOOW! What Bidding My Moster? Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Yoda, You Seek Yoda Suckuss Zuckuss Zuckuss Sauth Squadron Jebba Fett Boba Fett Star Assauth Squadron Jebba's Influence Hit and Ron LIE X-SILES U.S. PLAYING CASD (O. — 1996 Full Set (38 packs) Starter Deck (60 cards) Starter Box (17 decks) Booster Pack (15 cards) Booster Box (36 packs) Common cards Agent Alex Krycek Agent Donn Scully Agent For Walder Skinner Counterintelligence Measures Donn Scully Madder Asst. Director Walter Skinner Counterintelligence Measures Donn Scully Madder	R R R R R R R R R R R R R R R R R R R	3.50 4.00 4.00 4.00 4.50 4.50 4.50 4.50 4
Spoce Slug (Light Side) Spoce Slug (Light Side) Stone Pile The Dank Parth The Professor This Is More Like It This Is No Cave Through the Force Will See Tight Squeeze. Unexpected Interruption Visage of the Emperor We Can. Outmaneuver Them We Don't Need Their Scum WHAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA	R R R R R R R R R R R R R R R R R R R	3.5(4.00) 4.00(4.00) 4.00(4.00) 4.5(
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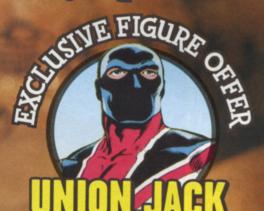
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CARD DESCRIPTION

A - Card Name

— Kind, Summon Diinn means ole Juzam B is a creature of the genus "Djinn."

C Description. The description of exactly what the card can do.

Flavor Text. A funny or informative quote. D E

Artist.

Casting Cost. Mr. Juzam costs two black and F two generic mana to summon into play.

Expansion Symbol. This tells you what set the card belongs to; in this case, the scimitar means he's from the Arabian Nights set.

Power/Toughness. Only for creatures.

Description

-

-

. .

-

Kind CR Rating Cost

Sets Found

Kind CR Rating Cost Description

Sets Found

ARTIFACTS ic Dagger

ART R •••

Destroy a non-wall creature receiving combat damage from target creature this turn. If targeted creature leaves play, bury Acidic Dagger.

Adarkar Sentinel Accordance AC

D: +0/+1 until end of turn. 3/3

Aegis of the Meek ART

the Meek

ART R

Si Give a 1/1 creature +1/+2 until end of turn.
ART R

ART R

ART R

ART R

hand. Shuffle the rest and put them at the parama or prohand. Shuffle the rest and put them at the parama or proANR.4th,5th

\$\times\t

As long as Prison is tapped.

Amulet of Kroog ART of taget.

Amulet of Kroog ART Re ART Re ART Re ART Re ART Re Coin. If

Amulet of Kroog

Amulet of Kroog

Amulet of Woze

Amulet of Quoze

ART R

Amulet of Quoze

ART R

Amulet of Quoze

ART R

Amulet of Use amulet on flip a coin. If you win the flip, target opponent loss the game. Use only during upkeep.
Opponent may ante another cout to counter this effect.

Amulet of Unmaking

ART R

Amulet of Use of Wose of

Whenever a player puts a land into play, Ankh deals 2 damage to him.

Anvi of Bogardan

ART I R

ART I

to each player for each counter on Clock. Anyone may spend 4th during any upkeep to remove a counter.

Ashnod's Alter

Ashnod's Alter

Ashnod's Sortife one of your creatures in play. Add 1th your mana pool.

Ashnod's Sortife Geor

Ashnod's Sortife Geor

Ashnod's Sortife Geor

Ashnod's Sortife Geor

Ashnod's Cyfix

As

Ashnod's Transmagrant ART (••• (I) AQ, CH,51

Sornifice: Turn non-ortiflact creature into an artifact creature with +1/+1

Astrolabe ART (••• (I) AQ, CH,51

ART (••• (II) AQ, CH,51 ART (***

Scarlice: Turn non-arthoct creature with an arthoct creature with a 1/+1.

Attrolobe

I. \$\Phi\$, Scarlice: Add hwo mana of any one color to your pool. Canthip.

Bolm of Restoration

ARI R

III \$\Phi\$

Southies: Add hwo mana of any one color to your pool. Canthip.

Borbed Sextont

ARI C

Southies: Add one mana of any color to your mana pool. Canthip.

Bart's Cage

Scarlice: Add one mana of any color to your mana pool. Canthip.

Bart's Cage

Scarlice: Add one mana of any color to your mana pool. Canthip.

Bart's Cage

Scarlice: Add one mana of any color to your mana pool. Canthip.

Bart's Cage

Scarlice: Add one mana of any color to your mana pool. Canthip.

Bart's Cage

Scarlice: Add one mana of any color to your mana pool. Canthip.

Bart's Cage

Scarlice: Add One mana of any color to your mana pool.

MG

Canthip Carlice: Scarlice: Add One mana of any color to your mana pool.

Canthip Carlice: Add One to your mana pool. Can only be untroped by spending Scarlice.

LUR.

Scarlice: Add Starlice: Add

Bosolt Monolith

ART U ••• C.V.A.

Add ③ to your mana pool. Can only be unapped by spending ③.

Boton of Morole

ART U ••• ② IA

Green target creature bonding until end of turn.

Bottering Ram

AC C ••• AQ, 4th, 5th

©: Give target creature banding until end of turn.

Battering Ram

AC. C

AD. 4th, 5th

Bands when attacking. At the end of combat, any walls blacking Battering

Ram are destroyed. 1/1.

Black Larget Add 3 mano of any single color to your mana pool.

Black Larget Add 3 mano of any single color to your mana pool.

Black Mana Battery. Add 3 mono far single color to your mana pool.

Black Mana Battery. Add 5 to your mana pool.

Black Mana Battery. Add 5 to your mana pool.

Black Was Add 5 to yo LG,4th

over four in his hand

over four in his hand.

Blue Mana Bartey. ART R •••

Def Tura counter on Blue Mana Bartery. •• Add •• to your mana pool. Add an additional •• for each counter you remove.

Bone Flute ART U ••

ART W ••

Bone Mask

ART R ••

Bone Mask MG

Oblingly previously, which is a solid play, name a card other than a basic land. When Booby Trap comes into play, name a card other than a basic land. Whenever target apponent draws any cards, he or she reveals those cards to all players. If any of those cards is the named card, Socrifice Booby Trap and it deals 10 damage to that player.

Book of Ross.

ART R •• 6 DK, CH

Book of Ross

2. Pry 2 life. Draw a card.

ART R

2. Pry 2 life. Draw a card.

ART R

3. Pry 2 life. Draw a card.

ART R

4. Pry 2 life. Draw a card.

ART R

4. Pry 2 life. Draw a card.

ART R

4. Pry 2 life. Draw a card.

WL

5. Pry 2 life. Draw a card.

WL

6. Pry 2 life. Draw a card.

WL

7. Pry 2 life. Draw a card.

WL

8. Pry 2 life. Draw a card.

WL

8. Pry 2 life. Draw a card.

WL

8. Pry 2 life. Draw a card.

ART R

A

in your nand. If you no so, remove the calculation the graine.

Sortifice Bottle Gromes: Gain 3 life 1/3.

Sortifice Shall grows a sortifice Shall gro

Rross Man Use this oblity only during your upkeep. //3.

Rross Han Use this oblity only during your upkeep. //3.

Rross Flach Chimera A. U → VS.

First strike. Socrifice Bross-Tolan Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains first strike permanently. 2/2.

Rrocze Horse

Trample. If you control an additional creature, all damage done to Broaze Horse by spells trageting it is reduced to 0. 4/4.

Bronze Toblet ART R → A. 4.

Bronze Toblet ART R → A. 4.

Gronze Horse by some traget permanent opponent controls and Bronze Toblet from game. You now own target card, and your apponent owns Toblet. Opponent may counter Toblet by paying 10 life. Toblet enters play tapped.

Kind CR Rating Cost Description

Rubble Matrix ART R All damage dealt to creatures is reduced to 0.

•Condelabra of Tawnos ART R •••••

Sets Found

WI

Au comange each to creatures is reduced to 0.

Condelabre of Townos ART | R ***** | AQ

**S. (S): Unitip X separate lands.

Celestial Prism ART | W **** | L,U,R,4th

**Q. (\$): Add | man of any color to your mana pool.

Celestial Sward ART | R **** | B **** | ART | R **** | ART | R ***** | ART | R ***** | ART | R ***** | ART | R ****** | ART |

20 until end of furl, Sphere is a 3/2 carried receiver emission impaired.

All R • • AN All R • AN

Biosts unasseen counters). Use only during upon the configuration of the

TAA

First strike, 2/1.

Cold Storage

ART R

TM.

By Put target creature you control on Cold Storage. Socrifice Cold Storage.

Put all creatures on Cold Storage into play.

Colossus of Servicia

R

R

AQ, 4th, 5th

Trample. Does not untop. 9: Untop Colossus during your upkeep. 9/9.

Conh Horn

By AD, socrifice Conch Horn: Draw 2 cards. Place any single cord from your hand book on top of your library.

Conservator

ART

U

LUR, 4th

Conservator

(Conservator

(Copper Tablet

Conservator

(Copper Tablet

Copper Tablet 0 1.0

Phonic Science

Thying 1/5.

Park Sphere

Scorifice Sphere: prevent half of the damage done to you by a single source, rounded down.

ARI U

Scorifice Cone: If target creature you control attacks and isn't blocked, it deals no damage and you gain life equal to its power.

Polif's Cube

ARI R

ARI Sphere

ARI R

Bread and temore a cube counter to regenerate target creature.

Despoils Scapler

ARI R

Bread and remove a cube counter to regenerate target creature.

Despoils Scapler

ARI R

Bread R

Despotic Scepter , ART R

Bury target permanent you own.

Diabolic Machine AC U

Diobolic Machine

Repenentes, 4/4.

Repenentes, 4/4.

Repenentes, 4/4.

ART Residence

ART Residence

Total orism token into play, Treat as a 0/1 artifact creature.

Scarrifice a Prism token: Add one mans of any color to your mone pool.

Didgerdoo

Toke a Minotour from your hand and put it directly into play.

Pingus Egg

Whenever a land is destroyed, its controller tokes 7 damage.

Dingus Stoff

ART Residence

Whenever a creature is pot into any arrayeard from play. Dispus Conf. 4.

Dingus Stoff

Whenever a creature is put into any graveyard from play, Dingus Stoff docs
2 damage to that creature's controller.

Disrupting Scapter

ART R

LUR, 4th, 5th

Component must discord 1 aard of his choice. Play as a sorcery.

Draconian Cyliax

Dracon a Card or andown. Regenerate target creature.

LYR, 4th, 5th

ART R

Illusionary Mask

2: Trampile until end of trun, 3/4.

Illusionary Mask

ART R

3: Summon a ceature force down. You may odd 38 to the casting to hide
the creature's true cost, Once the creature does damage, taps, or takes
damage you must flip the creature over.

Implements of Scarifice ART R

4: S

5: Scarifice to dd 2 mans of any one color to your mana pool.
Infinite Hourglass

FE

Put a time counter on Infinite Hourglass during your upkeep. Any player may
pay 38' during any upkeep to remove a time counter. All creatures gain
+1/+0 for each time counter on Infinite Hourglass.

Iron-Heart Chimera

AC U

4: S

Tron-Heart Chimera

AC L

To Star

The Star Case S

LUR, 4th, 5th

VS

ART U

The Star

T

L,U,R,4th,5th

If Automation arrows, unage as creatives services a payor LUR,4th, Joyemdoe Tome ART R ••• LUR,4th, Jester's Cap ART R ••• IA, Ø: Sacrifice to look through target player's library and remove any

Must attack each turn if possible. Can't be blocked by walls. 5/3.

July Bubble ART U ●

CJ: ①. If you play a card, bury Bubble. ②: Gain 1 life.

Knowledge Youlf ART R ●

Now Pince top card from your library lace down under Yoult. Socifice Youlf to discard your entire hand, replacing it with the cards under it.

Karmus Bell Irea of Iswamps in play as 1/1 creatures that can be topped for ②

Now Sirve target creature you control +0/+k until end of turn, where X is the target's casting cost. Target deck no damage this turn.

U that I was a successfully acts and only only when a blue spell is successfully acts and only one for each blue spell cast.

Lead-Belly Chimero ART U ◆

Now I was a successfully acts and only one for each blue spell cast.

Lead-Belly Chimero ART U ◆

Now I was a successfully acts and only one for each blue spell cast.

Lead-Belly Chimero ART U ◆

Now I was a successfully acts and only one for each blue spell cast.

Lead-Belly Chimero ART U ◆

Now I was a successfully acts and only one for each blue spell cast.

Lead-Belly Chimero and it gains thample permanently. 2/2.

Lead Golem ART U ◆

Now I was a successfully acts and only one for each blue year on the following that the your past untarget phase. 3/5.

Library of Leng ART U ◆

Now I was a successfully acts and only one on choose to discard to the top of your library rather than your graveyard. Skip your discord priess. It have seen a south, you can choose in beautiff the top of your library rather han your growyard.

Life Chisel

ART U

Southce a creature during upkeep to gain life equal to its toughness.

Life Matrix Life Marrix

♣ De Put a counter on target creature. Use this obility only during your uplicep. Remove a counter from a creature: Regenerate the creature. Use in Sept Birmond

ART P AM

Southic Lion's Eye Diamond discard your hand: Add three mana of any one Living Armor

Socrifice Livin Sep Biomand discred your hand: Add three mana of any one color to your mana pool.

Living Armor

ART C → → → DK, CH

Socrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's costing cost

Living Wall

Counts as a wall. ⊕ Repenentes, 0/6.

Lodestone Bauble

AT R → → DK, CH

Outs so a wall. ⊕ Repenentes, 0/6.

Lodestone Bauble

AT R → ⊕ DK, CH

ART R → DK, CH

BY Socrifice Latus Petal: Add one mana of any color to your mana pool.

ART R → DK, CH

BY Socrifice Latus Petal: Add one mana of any color to your mana pool.

ART R → DK, CH

BY SOCRIFICE AND ART R → DK, CH

BY SOCRIFICE AND ART R → DK, CH

BY SOCRIFICE AND ART R → DK, CH

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BY S

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Ray of Command and Dracoplasm: We're all for mad-scientist experiments, especially when they result in a flying beastie with firebreathing. But why waste your precious specimens on research when you can hire them from your opponent? Sure, the pay sucks and the research will kill them but, hey, it's all in the name of science!

Jester's Mask

Comes into play tapped.

\$\Phi\$, \$\Phi\$, Scarlike: Switch apponent's hand with the same number of cards of your choice from his library.

Jet Medallion

ARI R ***

TM

Your block; spells cost \$\Phi\$ less to play.

Jeweled Amulet

\$\Phi\$. Fince a charge counter on leweled Amulet, noting what type of mana was used. You may not use this obliny if there is a charge counter on Jeweled Amulet.

Jeweled Amulet. \$\Phi\$: Remove the charge counter to add 1 mana of the appropriate have to your mana.

appropriate type to your mana pool.

• Jeweled Bird ART R ••• 0 Sexhange Bird for your ante, then draw-w a new card.

Jinxed Idol ARI R and new card.

Jinxed Idol ARI R and a new card.

TM
During your upkeep, Jinxed Idol deals 2 damage to you. Sacrifice a creature:
Target opponent gains control of Jinxed Idol permanently.

Joven's Tools ARI R HL,5th

. Target creature can only be blocked by walls until end of turn.

ART Artifact
AC Artifact Creature
CR Current Rarity

EA Enchant Artifact

EL Enchant Enchant

EW Enchant World INS Instant INT Interrupt

L Legendary Land MS Mana Source

SC Summon Creature
SL Summon Legend
SOR Sorcery

(a), (b): Draw two cards, then choose and discard a card. Energizer

AC R

Print a +1/+1 counter on Energizer. 2/2.

Ersatz Gnomes

AC U

AC GREEN

AC GRE

Ersatz Gnomes AC U → ③
③ Target spell or permanent is colorless until end of turn. 1/1.

Essence Bottle ART U → ○

Summon spells cost an additional 2 to cast.

Fire Diamond ART U ••• 2

Comes into play tapped ART U ••• 2

2, 5: Gain 1 life. Fyndhorn Bow

② Coun I INE.

Fyndhorn Bow ART U → ② IA

Gournlet of Might ART R → → U

All mountains produce on extra ③ All red ceatures gain +1/+1.

Gournlets of Choos ART R → □ I.G. (H,5th

Gounflets of Chaos

. D. Scarlike Gounflets. Take control of an opponent's land, creature, or artifact. Then give that opponent one of your permanents of the same type. Destry all enchantments on toded permanents.

Glosses of Uzza ALT U . L.R.4th, 5th

. L.R.4th, 5th

. Scarlike Lyre: Flip a coin. If you win, target opponent takes damage equal to the number of creatures your control. Otherwise, you take damage account to the number of creatures your control. Otherwise, you take damage account to the number of creatures your control.



pray	e I	2	g u	ue
Name Description	Kind	CR Rating	Cost	Sets Found
Marble Diamond	ART	U •••	mana pool.	MG

Marble Priest AC
All walls oble to black Marble Priest must do so. Marble Priest takes no domage in combail from walls. 3/3.

Matopi Golem AC. U

■ Regenerate and put a 1/-1 counter on Marbio Golem. 3/3.

Marboi Golem ARI

■ LU,R,4th,5th
Creatures with power greater than 2 do not untop during untop phase.

Metallic Silver AC. C

Metallic Silver aC. C

Mightsione ARI U

AQ.

Mightsione ARI U

AQ.

All attacking regenters on in 1/4D.

-

. .

-

8

u

htstone ART U ••• AQ All attracking creatures gain +1/+0.

stone ART U ••• AQ, R,4th,5th

\$\text{\$\text{\$\sigma}\$}\$ \ \text{\$\text{\$\color{1}\$}\$ AQ, R,4th,5th

call player's graveyard.

\$\text{\$\text{\$\sigma}\$}\$ \ \text{\$\text{\$\color{1}\$}\$}\$ ART C ••

\$\text{\$\text{\$\color{1}\$}\$ WL

mar proyer's groveyone.

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urror Universe

©: Scarifice Mirror Universe during your upkeep to trade life points with opponent. Comes into play topped.

ers Cage

ART R

ART R

opponent. Comes into play trapero.

Misers' Cage

AR R

R

Misers' Cage

AR R

Misers' Cage

AR R

Misers' Cage deed 2 damage to him or her.

Mishtra' S Froundbreaker

AR T U

Mishtra' S Froundbreaker

AR T U

LU,R,4th

Bands. Discard 1 card from your hand during upkeep or Mishtra's Wor Machine

Mishtra's Mar Musers

AR T U

Mogg Cannon

Tamest resolute value control gets +1/+0 and gains flying until end of

Mogg Cannon

ART U

□ Target creature you control gets + I/+0 and gains flying until end of turn. At end of turn, destroy that creature.

Moss Diamond

Moss Diamond

Comes into play tapped. ART U ••• 20

• Max Emerald

ART R ••••

Max Ed • to your mana pool.

• Max Ed • to your mana pool.

• Max Jet L,U • Mox Jet

• Add • to your mana pool.

ART R LU LU Max Ruby

ART R

ART R Add * to your mana pool.

Ruby ART R ••••• •

Nova Pentade

ART R

Be Redirect all damage done to you by one source to target creature of opponent's choice.

ART R

WL

Players cannot play any artifact abilities requiring an activation cost.

Obelick of Undoing ART R

AD, CH, 5th

Ch, ©: Take one of your permanents in play back to your hand.

LUR, 4th

LUR, 4th

4/6. AC | ..

Itel 1 MAC U •• AAC R.4th If Onulet goes to any groeyord from play, its controller gains 2 life. 2/2.

X Toltsman ART U • ART

Continue to the continue to th

Phyrexian Grimoire

ART R ••• TM

TM

TM

Remove that coad from the game and put the other into your hand.

TM

AC U •• The transfer of the top two cards in your graveyard.

TM

5/4.

TM

Kind CR Rating Cost

F)/4.

Fylyrexian Marcauder

AC R

SS VS

Cornes into play with X +1/+1 counters on it. Marcauder cannot block.

Marcauder cannot acknowled you go to be reach counter on it. 0/0.

Plyrexian Portol

ART R

ART A

Revious Spicer*

AND Uses Choose flying, first strike, trample, or shadow. Target creature with that ability loses it until end of turn. Another target creature gains that ability

mai againy soes in unit en ad viun. Anomer larger ceasure goins incumil end of fun.

Phyrexian Yout

ART U

Socrifice a creature: Draw a card.

Phyrexian War Beast AC

War Beast leaves play, scarifice a land and take 1 damage. 3/4.

Phyrexian Walker AC

War Beast leaves play, scarifice a land and take 1 damage. 3/4.

ART U ••• ID Do 1 damage for each card under three opponent has during upkeep.

ART R AQ, CH 2: Prevent 1 damage to any target. Rakaite returns to owner's hand.

Sand Golem

AC U •••

Solution of the controlled by an opponent causes you to discard Sand Golem, put Sand Golem from your groveyard into play at end of turn with a +1/+1 counter on it. 3/3.

Sands of Time

YS Tout Due speits costs of less to pure.

ART R * TM.

During your upkeep, if you have three or fewer cards in your hand, Scalding Tongs deals 1 damage to target opponent.

Scarol of the Unseen ART U * Al

**O Scarifice Scarob: Return all enchantments on target permanent you own to their owners' hand. Cantrip. Serrated Arrows

Put three arrow counters on Serrated Arrows when it comes into play.

Remove one counter: Put a -1/-1 counter on target creature.

Serrated Biskelion

AC U •

W Serroted Biskelion AC U •• WL

\$\infty\text{Ptr1-1/-1}\ \text{ counters on Biskelion and on target creature. } \(2/2 \).

\$\infty\text{Ptr1-1/-1}\ \text{ counters on Biskelion and on target creature. } \(2/2 \).

\$\infty\text{Ptr1-1/-1}\ \text{ counters on Biskelion and on target creature. } \(2/2 \).

\$\infty\text{Ptr1-1/-1}\ \text{ counters on Biskelion and on target creature. } \(2/2 \).

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\$\infty\text{Ptr2-1/-1}\ \text{ counters on Biskelion and on target creature. } \(2/2 \).

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\$\infty\text{Ptr2-1/-1}\ \text{ counters on Biskelion and on target creature. } \(2/2 \).

\$\infty\text{Ptr2-1/-1}\ \text{ counters on during and during and an arrange creature. } \(2/2 \).

\$\infty\text{Ptr2-1/-1}\ \text{ counters on Biskelion and on target creature. } \(2/2 \).

\$\infty\text{Ptr2-1/-1}\ \text{ counters on during an arrange creature. } \(2/2 \).

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\$\infty\text{ counters on arrange creature. } \(2/2 \).

\$\infty\text{Ptr2-1/-





Unstable Shapeshifter and Phyrexian Dreadnought:

It's hard to predict what the Unstable Shapeshifter will become, but here's a surefire way to foretell your opponent's doom. After you've already got your Shapeshifter in play, Dreadnought. Bury the Dreadnought by not paying its penalty, and you've still got a 12/12 trampler—that doesn't have summoning sickness!

Rzor Pendulum ARI R → MG
If any player has 5 or less life at the end of his turn, Razor Pendulum deals
2 damage to him.

Red Mane Battery ARI R → AD LG,4th
20, ← Ptr a counter on Red Mane Battery, ← Pth a counter pour enroved as well.

Reflecting Mirror ARI U → AD DK
80 ← Redirect spell trapeting you to player of your choice, X is equal to the casting cost of trapets spell.

Relic Barrier ARI U → AD LG
© Ton touch partifact.

Relic Barrier

Top target artifact.

ART R • ST Relic Barrier

ART R • Rong or wo rul

③ ⑤ Socrifice: Instead of drowing a card, select a card from outside the game.

Ring of Renewal

ART W → GRONG FE

③ ② * Randomly discard a card from your hand to drow two cards.

Rocket Louncher

ART W → GRONG FE

LU.R.4th, 5th

GRONG FE

Roterothopter

ART R → GRONG FE

Flying, ②: +1/+0 until the end of turn. You cannot spend more than W

Tard red spells cost W Fess to play.

Rudey Medallian

ART R → GRONG FE

TM

Your red spells cost W Fess to play.

Rudey Medallian

ART R → GRONG FE

Comes into play tapped. SR, Ø Socrifice to make X creatures with power

no greater than 2 unblockable this tur.

GRONG FI

GRONG FE

GRONG FE

BRONG FE

Runesword

ART

General ART

By, General Control Contr

IA.5th Sky Dimmond
Comes: into play topped. ARI A
Comes into play topped. ARI R
Scotiffice Snake Backet Put X Cobor tokens: this play. Treat these tokens as 1/1 green creatures. Play this chility as a socrety.

Socriffice Snake Backet Put X Cobor tokens: this play. Treat these tokens as 1/1 green creatures. Play this chility as a socrety.

Sole Front Socretic Snake Backet Put X Cobor tokens as occery.

In R
Counts as well.
Sol : +1/4 until end of turn.
Sol : +0/4 until end of turn.
Sol Grail
When Sol Grail comes into play, choose a color.
Sol Ring
ARI R
Al Al November Sol Grail Comes into play, choose a color.
Sol Ring
ARI R
Al Counts as Color to your manap pool.

Soldevi Golem
ARI R

B

Soldevi Solem
ARI R

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Soldevi Golem
ARI R

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ARI R

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ARI R

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ARI R

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ARI R

ARI

life. ②: Regenerate. 4/2.
Soul Net ART U •• ① 1: Gain 1 life when a creature is placed in the graveyard.

Spirit Shield ART R → ■ ■ FE → Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untup phase. Squee's Toy → Prevent 1 damage to any creature.

Sett of the Ages ART R → ■ IA Creatures with landwalk obility may be blocked as normal. Standing Stones ART W → AD → Make target creature -2/-0 until end of turn.

Standing Stones ART U → ■ DK → DK → Poyr II for to add I man or of any color to your mana pool. Static Other ART R → ■ ■ The Provess connot untum are then two permanents furtires their untum phases. yers cannot untap more than two permanents during their untap phases. If any opponent successfully casts a summon or artifact creature spell, bury Strow Golem. 2/3. When Su-Chi goes to the graveyard, add to your mana pool. 4/4.

ART R •• 3 L,U,R,4th

Townes's Weaponry

ART U

AQ, 4th,5tl

Q, \$\Phi\$: Target creature gets +1/+1 as long as Weaponry remains tapped.
You may choose not to untap Weaponry during untap phase.

Tecka's Dragon AC,

R

Home MC

Flying, hample, rampage 4. Counts as a Dragon. 5/5.

that number of cards.

Telethopter

AC U

Times a creature you control: Telethopter gains flying until end of turn. 3/1.

Tellim Tor's Darts

AC M

MG

Delta Darnoge to target player.

Tetravus

AC M

Flying, Gains three +1/+1 counters when cast. In your upkeep, you may move any of these counters on or off Tetravus. The counters are 1/1 flying artifoct creatures that cannot be enchanted. 1/1.

Thran Forge

Delta Darnoge Times Man Cast.

WL

Delta Darnoge Times Man Cast.

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Man Cast.

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Delta Darno

Thron forme

ARI R

Reveal the top 3 cards of your library to target opponent. Bury one of those cards of opponent's choice. Draw the remaining cards.

Throne of Bone

Throne of Bone

Service of the control of the control of the cards of opponent's choice. Brow the remaining cards.

Thumbscrews

ARI R

During your upkeep, if you have five or more cards in your hand,

Thumbscrews does I damage to target opponent.

Time Bomb

AST

R

Sorrifice: Do * damage to each creative and player, * is the number of counters on Time Bomb.

Time Youth

ARI R

Time Bomb

ACL IN SECOND TO SECOND
CU Comulative Upker EA Enchant Artifact

Urza's Bauble

Scrifice: Look at a random card from opponent's hand. Cantrip.

Urza's Knalice

RET U

RET (

LET CONTROLL STAND CONTROLL STAN

©: Coin 1 life for any artifact cast. Can only give 1 me per seniors.

Al Ura's Engine

Iranghe. ②: Banding until end of turn. ③: All creatures banded with Ura's Engine gain trample until end of turn. 1/5.

Ura's Mitter

③: Draw a card when one of your artifacts goes to the graveyard.

Ventifact Bottle

ART R

②: Put X charge counters on Bottle. Play as a sorcery. At the beginning of your main phase, if Bottle has any counters, top Bottle and remove all counters from it to odd that much mana to your main pool.

Vexing Arcanix

④: On Nake target player name a card and turn over the top card of his library. If the player's guess matches the card, it is placed in his hand.

Otherwise, it is put in the graveyard and that player takes 2 damage.





Okay, why would we possibly want to spotlight Cemetery Gate? Well, it's a rarity in Magic, one of only six cards that has protection from its own color. The others are Beasts of Bogardan, Keeper of Kookus, Minion of Leshrac, Spirit of the Night and Subterranean Spirit. And besides, the artwork on the Gate is damn cool.

Vibrating Sphere

During your turn, all your creatures gain +2/+0. During all other turns, all your creatures gein +2/+0. During all other turns, all your creatures gein -6/-2.

ART R → G LG, CH

Put a counter on Doll during upkeep. If Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. Sk SS → Do X damage to one target. X is the number of counters on Doll. Sk SS → Do X damage to one target. X is the number of counters on Doll. Sk SS → Do X damage to one target. X is the number of counters on Doll. Sk SS → Do X damage to one target. X is the number of counters.

EE Enchant Enchant EL Enchant Land

Winter Orb

Each player may only untop 1 land during his untop phase.

Wooden Sphere

ART U

Com 1 life for any green spell is cast. Use only once per spell.

WL

Scantine Statue

ART R

Com 1 life for any green spell is cast. Use only once per spell.

WL

Scantine Statue

ART R

Com 1 life for any green spell is cast. Use only once per spell.

WL

Scantine Statue

ART R

Com 1 life for any green spell is cast. Use only once per spell.

WL

Scantine Statue

ART R

Com 1 life for any green spell is cast. Use only once per spell.

WL

AQ.4th

Young load for turn, Istatue is an 8/8 or affictor creature with trample.

ART R

Com 1 life for any green spell is cast. Use only once per spell.

Explore Statue and the transport of the spell of t

BLACK

Green or white creatures blocking or blocked by Abornination are destroyed

Abyssal Specter SC U → 0 → 0 IA,5
Flying, Opponent damaged by Specter must discard a card. 2/3.
Agonizing Memories SOR U → 0 → 0
Look at traget player's hand. Choose two of those cards and put them on top of his or her library in any order.

Aku Djina.

token at end of turn. 2/3.

Banshee

St. U

Banshee

Box, Apr. Banshee does X damage, half to you (round up) and half to any target (round down). 0/1.

Barbed-Back Wurm

St. U

Target green creature blocking Wurm gets -1/-1 until end of turn. 4/3.

Baron Sengir

St. R

Regenerate target vampire. 5/5.

When the Baron Manger St. Regenerate target vampire. 5/5.

Barrow Ghoul

During your upkeep, remove the top creature card in your graveyard from the game of bury Barrow Mobul. 4/4.

Basal Thrul

St. R

Starting Apr. Starting Apr.

Binding Agony

For each 1 damage dollar enchanted creature, Binding Agony deals 1 damage to 1 that creature 5 controller.

Black Carriage

SC R S S S

Blanket of Night

Exch mana-producing land is a swamp in addition to its normal type.

Exch mana-producing land is a swamp in addition to its normal type.

Et U

Et U

Flying. 1/1. Bog Rats Bog Imp DK,4th,5th DK,CH,5th

Cannot be blocked by walls. 1/1.
Wraith SC U ••• Bog Wraith

Swompwork. 3/3.

10 E Dancer

SC. R ••• If the top creature of defender's graveyard into play under your control. Use only if Dancer is unblocked and only once each turn. 2/2.

10 E Harvest

10 S •••• If the top creature of the top control to the top control t Put any number of creatures from your graveyard on top of your library. Cantrip.

L Legendary Land
MS Mana Source

SC Summon Creature
SL Summon Legend
SQR Sorcery

Name

Description

MG

• De

p	1	a	y	e	r	S		g	u	i	d	e
Name De		ion			Kind	CR	Rating	Cost		2 6 3 2 C 2	Se	ts Found

4

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Description Bounty Hunter	SC	p	****	200	TM
Put a bounty of creature with any b	ounter on tar	get n	onblack o	reature. 👁: De	
	SC	(**	20	MG
Breeding Pit	EN	U	***	30	FE,5th
Put a 0/1 Thrull to during upkeep or b			end of e	ach of your turns	
Brine Shaman Scriffice a cred Scriffice a cred	SC sture to give a creature to	a cre	ature +2,	/+2 until end of	turn.
Broken Visage Bury target non-arti with power and tou	INS fact attackin	R g cre	ature and	putino play a bi	HL,5th lack creature
Brood of Cockroaches If Brood of Cockroa return Brood of Coc	sches is put in	U nto yo	our grave	yard from play,	pay 1 life and

Burnt Offering	MS	(IA.
Sacrifice a creature				of black and
red mana equal to	that creature's	costing cost		
Buried Alive	SOR	ee	20	WL

Search your library	for up to three	creature o	ards and pu	t them into	you
graveyard. Shuffle	your library aft	erwards.			
Cadaverous Knight	SC	(****	20		
Flanking. (1) 49 49	: Regenerate.	2/2.			

Carrion	INS	R	000	MG
Sacrifice a creature: sacrificed creature's				
Carrion Ants	SC SC	U •••	2 P P	LG,4th,5th

(D:+1/+1 unti	end of turn. $0/1$.			
Carrionette	SC	R	10	TM
2 9 : Remo	ve Carrionette and	target creatur	e from the	game. That
creature's contro	ller may pay 2 to	counter this	ability. Use	this ability only
if Corrionette is i	n vour aravevard	1/1		Contract of the Contract of th

il Camonene is in your	gruveyur	1. 1/1.	27210		
Casting of Bones	EC	(**	20		A
If enchanted creature is	put into	the graveyard,	draw three	cards. Choose	
and discard one of thos					

Catacomb Dragon	SC	R	00	9	MG
Flying. Whenever	Dragon is block	ted by a non-	artifact, i	non-Dragon	creature,
that creature's pov	ver is halved, n	ounded up. 4	4/4.		

Protection from black.	0/5		**	0.0	n.
Chains of Mephistophele		R	••	0.0	16
Except for the first car card before drawing.					

Choking Sands	SOR (000		MG
Destroy target non-swamp			non-basic land,	Choking	
Sands deals 2 damage to	the land'	s controller.			
Circling Vultures	SC		•		WL

Circling Vi	ultures		SC	U	***			WL
								r graveyard
						is in your	hand, you	may discard
it. Pla	y this ability	as an in	nstant.	3/2.				11.51

Cloak of Confusion	EC	(0.0	IA,5th
If target attacking cre	ature is not b	locked, yo	u may have it d	eal no damage
and force the defendi	ng player to a	discard a cr	ard at random.	
Clot Sliver	SC	(***	0.0	TM
Each Sliver gains "@	: Regenerate	this creat	ure." 1/1.	

Coercion	SOR C	****	20	VS, TM
Look at target oppone	ent's hand and	make him	discard (
Coffin Queen	SC R	****	24	TM
You may choose not t				
@ . Put target	creature card t	rom any g	raveyard	into play under your

untapped or if you lose control of Coffin Queen. 1/1.	
Coils of the Medusa EC C ••• 1 4	NL
Enchanted creature gets +1/-1. Socrifice Coils of the Medusa: Destroy all	

HUIFWUI	ricainiez	DIOCKING	CHLIR	mou	rienio	NG.				
Commande	Greven i	-Vec	SL	R	•••	3	99	2		TM
When C	ommander	Greven	il-Vec	comes	into	play,	sacrifice	a creatu	re. G	reven
cannot	be blocked	except	by artif	act cr	eature	es and	black c	reatures.	7/5	
Cantanian			INC	- 11		19	-			Al

Contagion	INS U	•• 3	00	Al
You may pay 1 life or				
Contagion's cost. Put		nters on any n	umbers of creatur	BS.
 Contract from Below 	SOR R	***** @		L,U,K

Collegion 5 Cost. For two '2/'1 Counters on dry normers of credities.
• Contract from Below SDR R ••••• • L,U,R
Discard your hand; draw an additional ante card plus seven cards.
Corpse Dance INS R •••• D TM
Buyback . Put the top creature card from your graveyard into play. That
creature is unaffected by summoning sickness this turn. Remove the creature
from the game at end of turn.

Cosmic Horror First strike, Pay 3 9	SC R •• during upkeep	or Cosmic Horror doe	LG,4th es 7 damage
to you and is destroye	d. 7/7.		IIC

Crypt Cobra	SC SC	U	30	MG
If Cobra attacks a	and is not blocked	, defending p	olayer gets a p	oison counter. 3/3.
Crypt Rats	look V damage	o onch cron	turn and plan	CV Coord only

Trypt Rats deals X damage to each creature and player. Spend only	
black mana in this way. 1/1. Cuombaii Witches SC C ••• SS AN,	СН
Each player does 1 damage to any target; you choose first. 1/3.	DV
Curse Artifact EA U • 2 👁 👁	UK

Curse Artifact	EA U ·	299	DK
	fact must bury it du	ring upkeep or lose 2 lif	0.
Cursed Land	EL U ••		,R,4th,5th
Do 1 damage to contri	oller of target land a	turing upkeep.	

Do 1 damage to co	stroller of tornet land	during unkage	-4-4-4
Cyclopean Mummy	ntroller of target land	0.0	LG,4th
Remove Mummy fro Dance of the Dead	om game if it goes to	graveyard. 2/1.	, JA

	the Dead	FC U		100			
Bring	a creature from	any graveyard	into play on	your side	tapped a	nd 1	with
+1/-	+1. Creature doe	s not untap as	normal. You	must pay	D .		

Dark Banishing	INS	(.	0	9	IA,MG,TM
Runy tornat non-black cra	ohiro				
Dark Privilege	EC	(.	. 00	P	VS
Enchanted creature gets Dark Ritual	+1/+1	. Sacrific	e a creature	: Kegenerate	HC CALTH
Dark Ritual	WZ	(.	··· &	L,U,K,4M,IA,	Mb,5m,1M
Add to your mo	INC DOD DOD				LG
Creatures attack and bloo	k ns no	rmal hu	deal no da	mone	
Darkling Stalker	SC	(•	• 36	D .	TM
Pononorato Stalker	m. Str	lker net	c +1 /+1 m	atil and of tur	n. 1/1.
Darkpact	SOR	R.	***	20	L,U,R
Switch the top card of vo	our libra	v with o	ne of the co	rds up for ant	le.
Dauthi Embrace	EN		. 2		TM
Target creature g	ains sho	dow un	til end of tu	n.	TH
Dauthi Ghoul	20	U ·	. 0	20	TM
Shadow. Whenever any play, put a +1/+1 coun	tor on D	will Si	noul 1/1	into any gra	veyura mo
Dauthi Horror	SC	C .	ee (T)		TM
Shadow. Dauthi Horror o	annot b	e blocke	d by white	creatures, 2/	
Dauthi Marauder	SC	(.	. 0	9	TM
Shadow 3/1					
Dauthi Mercenary	SC	1 .	. 2		TM
Shadow. Douthi Dauthi Mindripper	Merceno	ary gets	+1/+0 unt	l end of turn.	2/1.
Dauthi Mindripper	SC	1 .	. 3	2	TM
Shadow. Sacrifice Dauth three cards. Use this abil	Mindri	pper. De	tending pla	er chooses a	na discaras
unblocked, 2/1.	iry only	DOUTH	minuripper t	s anacking a	IU
	SC				TM
Shadow. Each turn, Dau					
Death Pits of Rath	EN	R .	• 3	90	TM
Whenever any creature i	s dealt	damage	, destroy it.	That creature	cannot be
regenerated this turn.		200			140
Death Watch	EC	(.			VS VS

Whenever any creature is	s dealt o	damage	e, dest	roy it. That	creature cannot be
regenerated this turn. Death Watch	EC	(•••		VS.
If creature is put into any equal to its power and y	y gravey ou gain	ard, its	contro	flife equal t	o its toughness.
Deathgrip Counter a green:	EN spell.	U	•••	00	L,U,R,4th,5th
Deathlace	INT	R	•		L,U,R,4th

		-
Unless opponent concedes game, both players draw an extra ante card.	Enfeeblement EC C ••• •••	
Change the color of one card being played or in play to black.	Enchanted creature gets +X/+0.	
athlace INT R • L,U,R,4th		1/







Intuition and Bösium Strip: When Weatherlight came out our intuition told us that Bösium Strip was a kickass card. Tempest's Intuition proves we were right. "Let's see...I'll search my library for a Time Walk, an Ancestral Recall and a Psionic Blast. Which one do I get to keep, and which two go to the top of my graveyard?"

MG,TM

emonic Consultation	INS	U	 0	IA
Name a card and remove Remove cards from the				
the card you named. Add			-	II R

Demonic Hordes	20		3888	L,U,K
: Destroy target land	. Pay 👁	s during	upkeep or Hordes	are tapped
and your opponent cho				5.
Demonic Torment	EC	••	20	LG
Target creature deals n	o damage	during comb	at and may not a	ttack.
Demonic Tutor	SOR			L,U,R
Choose one card from	vour librar	y and it to yo	our hand.	
Derelor	SC	R	30	FE.5th
Your black spells cost of	n addition	ol . 4/4.		
Desolation	EN	U	000	VS

At the end of each turn, each player who tapped a land for mana during that turn sacrifices a land. If a plains is sacrificed in this way, Desolution deals 2 damage to that plains' controller. TM

Diabolic Edict	INS	(****	0	4	
Target player sacrifices	a creature.					
Dirtwater Wraith	SC	(***	3		
Swampwalk. :+1	+0 until er	nd of	turn. 1	/3.		
Diseased Vermin	SC	U	***	2	0	
During your unkeep of	eals one do	maa	e to on	e oppo	onent it h	as previou

Enchanted creature gets -2/-2.

Erg Raiders SC C ••• • • • AN,R,4th,5th
Take 2 damage at end of turn if Erg Raiders don't attack. 2/3.

Evil Eye of Orms-By-Gore SC U •• • • 6
Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.

Evil Presence LU •• • LUR,4th,5th Evil Presence EL U •• Target land is now a basic swamp.

Evincar's Justice SOR C •• 2 Evincar's Justice SOR C

Buyback ®, Evincar's Justice deals 2 damage to each areature and player.

Extinction SOR R

Bustoy all creatures of any creature type of your choice. Follon, The Outing your upkeep, The Follon does 1 damage to every opponent it has previously damaged. 2/3.

Fallen Angel SC U

Good Buston
Fallen Askari SC C •••
Flanking, Fallen Askari cannot block. 2/2.
Fatal Blow INS C •• Faralisang Fuerin August Manager Mana

Flying. 2/1.

MG





It's arcane movie reference time! In the movie "Angel Heart" Louis Cypher, aka Lucifer, has a goatee, long fingernails, wears a ring on his middle finger and has these colored balls that hold the souls of his victims. Cypher. Syphon. And doesn't this guy look a little like Robert DeNiro? Hmmm..

LG

X

2

Monster a permanent + 2/+0, +1/+1, or +0/+2, 0/1.

**Torcen Shade

**St. +1/+1 until end of turn, 0/1.

**Torcen Shade

**St. +1/+1 until end of turn, 0/1.

**Torcen Shade

**St. +1/+1 until end of turn, 0/1.

**Torcen Shade

**Torcen Sh Gravebane Zombie

If Zombie is put info graveyand from play, put if an top of owner's library, 37.2

Gravebind

INS R

Ingel creature may not regenerate this turn. Contrip.

Gravedigger

When Gravedigger comes into play, you may return target creature card from you graveyard to you hond 2/2.

Grave Servitude

EC

Town Servitude

FOU may choose to play Grave Servitude as an instant; if you do, bury it are and of turn. Enchanted creature gets +3/-1 and is black.

Greater Werewolf

SC

Greater Berewolf

HL 5th

After combat, put a -0/-2 counter on all creatures that blocked werewolf: 2/4. After combat, put a -0/-2 counter on all creatures that blocked werewolf. 2/4. Pay & when Hastan Ugless arracts to have \$\limits\$ \\
\text{WL Remove X creature cards in your graveyard from the game: Hounting Misery deals X damage to target player.

Hounting Wind \(\text{Nu} \) \(\text{U} \) \(\text{\text{\$\infty}} \) \(\text{\t adless Horseman

Sc C

Speaking of Sleepy Hollow, this card is so boring it makes as sleepy. 2/2.

dedstone

NS C

Remove target card in any graveyard from the game. Contrip.

EN R

NS C

Make all 100 as wamp

NS C

Make all creatures -1/-0 until end of turn.

Blifter

SOR R

SOR S

SOR Headstone Hell Swarm is the number of creatures placed in the graveyard. CU Cumulative Upkees EA Enchant Artifact EC Enchant Creature

May not brocks. The solution of the solution

EL Enchant Land

Juzam Djinn deals 1 damage to you during your upkeep. 5/5.

LAN Land
LL Legendary Land
MS Mana Source

SC Summon Creature
SL Summon Legend
SQR Sorcery

Name

players g u i d e

Kind CR Rating Cost Sets Found Name Description

Minion of Tevesh Szat SC R ••• (# 👁 👁 SC Pry 👁 Auring upkeep or take 2 damage. •• : Give target creature +3/2 until end of turn. 4/4.

Minion of the Wastes SC R ••• (# 👁 👁 👁

4

80

4

Mold Demon SC R ● ● ● Lis Scotfice 2 swamps when casting Mold Demon or bury it. 6/6.

Mole Worms:

© 10p o land. As long as Worms remain tapped, that land does not untop as normal. Vou may choose not to untop Worms. 1/1.

Moor Fiend SC C ● ● B

Swampwalk. 3/3.
Morinten SC R ... 300 nfen lying. CU: 1 life. 5/4.

rk Dwellers SC C •• 3 ©

If Murk Dwellers attack and is not blocked, it gains +2/+0. 2/2

Odylic Wraith SC U ••• ® W Will Swampwalk. If Odylic Wraith damages any player, that player chooses and discards a card. 2/2.
Order of the Ebon Hand SC C ••• ® ®

Protection from white. SC C •••• S • First strike. 2/1. Oubliette EN C ••• II •• AN
Place target creature out of play. If Oubliette leaves play, creature returns tapped.
Painful Memories SOR U ••• II • M6 Oubliette

Persish SOR U → ↑ 1M
Destroy all green creatures. Those creatures cannot be regenerated his trunt

©: Do 1 damage to each creature and all players. Bury Pestilence if there are no creatures in play at the end of any trun.

Pestilence Rots S, C (→ ② ◆ IA)

* equals the number of other Rots in play. */3.

30 Phontasmal Fiend ntasmal Fiend SC C → ⊕ ⊕ ⊕ ⊕ was marked SC L → ⊕ ⊕ ⊕ was marked SC L → ⊕ ⊕ Switch Fiend's power and toughness until end of turn. 1/5.

rexian Boon EC C → ⊕ ⊕ ⊕ ⊕ was it out al.

Phyrexian Boon

Al As long as enchanted creature is black, it get +2/+1; otherwise it gets -1/-2.
Phyrexian Gremlins

SC. ← AD

Top on ortifact. As long as Gremlins are tapped, that artifact does not untop as normal. You may choose not to untop Gremlins. 1/1.

Phyrexian Tribute

SOR R ← MG

Sortifice two creatures: Describe to untop Gremlins. 1/1.

Phyrexian Tribute

SOR R ← MG

Sortifice two creatures: Describe the proper sortifices a creature, or that player loses 5 life and you bury Pillar Tombs of Aku

EW R ← MG

During each player's tupkeep, that player sortifices a creature, or that player loses 5 life and you bury Pillar Tombs of Aku.

Fill Imp

Flying ♠: Pit Imp gets +1/+0 until end of turn. You cannot spend more than ♠ in this way each turn. 0/1.

DK,4th,5th





Minion of the Wastes and Worthy Cause: There are those who say that the Minion of the Wastes is a lost cause, but here at the Dominarian Shelter for the Wasted, we believe that every creature has a shot in life-a lot of life. But just in case your 15/15 Minion tries to go AWOL, convincing him to join a Worthy Cause will give you your investment back

meress Kace SC R •• St

Trample. Socrifice * life when costing Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyands. */*. Nameless Race | ...

Necratog nove the top creature card in your graveyard from the game: +2/+2

Remove the top creature card in your graveyard from the game: +2/+2 until end of turn. 1/2.

Necrite

If Necrite artocks and isn't blocked, you may have it deal no damage and socrifice it to bury a target creature controlled by the defending player. 2/2.

Necromancy

Necromancy to an instant, if you do, bury it at end of turn. When you play Necromancy, choice a creature in your grave-yard. When Necromancy comes into play, but that creature into play as though just played and Necromancy becomes an enchantment that targets the creature. If Necromancy leaves play, bury the creature.

Necrogotence

Ne

only during your upkeep and only if Necrosovant is in your groveyard. 5/5.

Nekratalo

SC U ****

First strike. When Nekrataal comes into play, bury traget nonartifact, nonblock creature. 2/1.

Nether Shadow

SC R ***

C U.R.4th,5th

If there creatures are above Shadow in groveyard, it can return to play during controller's upkeep. Interfected by summoning sickness. 1/1.

Nether Void

EW R ***

All spells are countered unless their controller spends on additional **

Netling limp

SC U ***

C U.R.4th,5th

Id.

All spells are countered unless their controller spends on additional **

Netling limp

C U ***

C U.R.4th,5th

LU.R.4th,5th

Flying. Power and toughness equal number of swamps controller has. */*

Flying. Power and toughness equal number of swamps controller has. */*

All block creatures get +2/+0 until end of hum.

Norritt

C Untag a blue creature. **: Opponent's target non-wall creature must official to the controller has. */*

S Untag a blue creature. **: Opponent's target non-wall creature must official to the controller has. */*

S Untag a blue creature. **: Opponent's target non-wall creature must official to the controller has target non-wall creature must official to the controller has the contr

Pit Scorpion

SC

Bloom (.. 20

© Socinice on ontriol and out ⊕ equal its tool in your maint poor. yet privarie of University of the privaries of the privar

Creatures with swampwalk may be blocked as normal.

Read S.C. R. **

B. W. * LG

Bestroy target land.

Sor C

Bostroy target land.

Sor C

Bring a creature from your groveyard into your hand.

Rats of Rath

C

Bestroy target artifact, creature, or land you control. 2/1.

Sorvaines Vampire

C

Sorvaine a non-artifact creature and L,U,R,4th,5th

MG

rimate

| Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Common | Co Regnimate TM MG

Reckless Spile a min dreatives solid costing cost.

Reckless Spile

Destroy two nonblock creatives. Lose 5 life. Regin of Terror

Sury oil white or green creatives. Lose 2 life for each creative. Resites: Dead. 8: Regenerate Restless Dead. 1/1.

Description Ritual of the Machine Royal Assassin SC R SC R SC Destroy any topped creature 1/1.

Sacrifice MS U S Socifice a creature to get so equal to that creature's casting cost.

Whenever may creature to get to equal to that creature's casting cost. rtifact creature L,U,R Sodistic Glee

EC (••
Whenever any creature is put into any graveyard from play, put a +1/+1

Whenever any creations is personal counter on enchanted creature. TM. R → TM. When Sarcomancy EN R → TM. When Sarcomancy EN R → TM. When Sarcomancy comes into play, put a Zombie Taken into play. Treat this token as a 2/2 black creature. During your upkeep, if there are no Zombies in play, Sarcomancy deals 1 damage to you.

Scathe Zombies SC C ■ ■ LU,R,4th,5th

venging Ghoul SC U •• U •• LU
At the end of turn, add a counter for each other creature placed in the

graveyard that turn. Discard a counter to regenerate Ghoul. 2/2. seeching Harpy SC U → ② → → SC Plying. □ → Regenerate Screeching Harpy. 2/2. son of the Witch on of the Witch

EN R

R

At end of each player's turn, bury all untapped creatures that could have antocked but didn't. Pay 2 lite during upkeep or Sesson is destroyed. Season of the Witch

When torget creature becomes topoed, that creature's controller must pay or of Seizures does 3 domage to him.

Sengir Autocrat

When Autocrat into play, put 3 smurf tokens into play. Smurf these as 0/1 black creatures. If Autocrat smurfs play, smiff your smurfs, 2/2.

Sengir Bats

damaged by Vampire, Vampire receives +1/+1.4/4.

Servant of Volrath SC (• 2 • 1/+1.4/4.

Ef Servant of Volrath leaves play, socrifice a creature. 3/3.

Sewars of Estark INS R • 2 • 2 • 5 Sewars of Stark

If target creature is attacking, it may not be blocked until end of turn. If it is blocking, it deals no damage and takes no damage.

M6

er Rats SC C ••• Page 1 life: +1/+0 until end of turn. You cannot spend more than

Flanking. 3/3.

Flonking. 3/3.

Shallow Grave

INS R

MG

Put top creature from your graveyard in play. Creature is unaffected by summoning sickness and is removed from game at end of any hum.

Shattered Crypt

Return X creatures from your graveyard to your hand and lose X life.

Shouku, Endbringer

I. R

MG

Flying. Shouku cannot attack if there is another creature in play. During your upkeep, lose 3 life.

Remove target creature from the game and put at +1/+1 counter on Shoukus. 5/5.

Shimian Night Stalker

SC

WL

Shimian Night Stalker

LU K-4h

SR Redered damage done to you by an attacking creature to Stalker. 4/4.

Simularum

INS

W

MG

LU K-4h

Redirect all damage done to you with sun to noe if your creature.

Redirect all damage done to you this turn to one of your creatures.

Sinkhole

Destroy a land.

SC C ◆◆◆ B ◆
Skulking Ghost

Flying, If Ghost is the target of a spell or effect, bury Ghost, 2/1.

SC U ◆◆◆ S ◆

C Hamad Vampire

SC U ◆◆◆ S ◆

Hamad Vampire aget, +2/+2 until end of the spell of t

Soldevi Adnate SC • di di di an amuni di Scribite a black or artifact creature to addi an amuni of equal to that creature's casting cost to your mana pool. 1/2.

Songs of the Dammed MS • Add to your mana pool to revery creature in your graveyard.

Sorceress Queen SC R • AN, R, 4th, 5th Coul Burn Do one damage to any target for each to or spent above the costing cost form one life for each of conset in this way.

Bury target white creature. Contrip.

Soutshriek

larget creature you control gets +*/+40 until end of turn, where * is the number of creature in your groweyord. Bury creature of end of turn.

Soutdrinker

Pay 3 life: Put a + 1/+1 counter on Soutdrinker. 2/7.

Spiral Graft

Ecclosured

ills of Evil INI K ••• © •
Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyord.
SOR R ••• ® •

Put X+1/+1 counter on any number of creatures. X is equal to the number of creatures and artifacts in target opponent's groveyal

Stench of Decay INS C

All non-artifact creatures get -1/-1 until end of turn. 100

MG



Kind CR Rating Cost

Description

Sets Found

Description

Wall of Shadows may not be targeted by effects targeting only walls. 0/1.

Shadows may not be targeted by effects targeting only walls. 0/1.

"the number of creatures in your growyand. 0/1+".

Warp Artifact

A R **

LUR: Word of sonding SUN R

Top X creatures.

Word of Command INS R

Flay any card from opponent's hand using his available lands.

Worms of the Earth EN R

No new land may be put into play. During any upkeep, any player may destroy Worms by socrificing 2 lands or 5 life.



It's déja vû all over again. Think you've seen this guy before? The Clergy en-Vec is the third incornation of the Samite Healer—the Femeref Healer also does exactly the same thing. Only the Prodigal Sorcerer (with Rootwater Hunter and Zuran Spellcaster) has gotten this much replay value.

etched, The SC R •• ■ ★ ★ 16,CH,5th After combat, take control of all creatures blocking The Wretched, Lose control of such creatures if Wretched leeves play or your control 2/5, the Tolkergeist SC R •• ■ ● A/4 th,5th ● Your traper por creature artifact into an artifact creature with both power trapers and traphase control to the control of the such as the such artifact creature with both power trapers and traphase control to the control of the such as the such artifact creature with both power trapers and traphase control of the such as t

BLUE

duction

EC U W
Untop enchanted creature, Gain control of enchanted creature, if creature is put into any graveyard, put that creature into play under its owner's control ure

NS C W
Socrifice a blue permanent: Counter target spell.

IA Avizon

Avizon

Flying, Skip your next untop phase. Avizon gets +2/+2 until end of turn. Use this chility only once eoch turn. 2/2.

Avesome Presence

Enchanned creature can't be blocked unless defending player pays an oddifional 3 for each creature usagined to block it.

Azimaet Drake

Flying, 5/2:+1/+0 until end of turn. Your can't be set of the presence of the WL oconononal de for each creature assigned to block it.

Azimenet Droke
Flying, de: +1/+0 until end of turn. You connot spend more than din
this way each turn. 1/3.

Azure Drake
Flying, 2/4.

Backire

EC U

16.4. Fryng. 2/4.

Backfire EC U • LG.4th
For each point of damage done you take from target creature, Backfire does
point of damage to creature's controller.

Back's Curse SOR R • 2 0 0 HL

Do 2 damage to each creature for each enchantment on that creature.

Balduvian Conjurer SC U • M

© Turn a sour-covered land into a 2/2 creature until end of turn. 0/2.

Balduvian Shaman SC C • M

© Change the text of a child be a change of the source Balduvian Shaman

S.C.

Compared to the surface of a white enchantment you control that doesn't have a cumulative upleae by switching one color word with another. That enchantment now has (U:

Bay Falcon

S.C.

MG

Rhying, Attacking does not cause Bay Falcon to tap. 1/1.

Bazarar of Wonders

EW R

Bazar of Wonders

EW R Benthic Explorers

©: Untop target tapped land an opponent controls to add one mana of any type that land produces to your mana pool. 2/4.

Betrayal

Play only on a credit c

Play on a credit c

Play only on a credit c

Play only on a credit c

Play on a c

Play o creature, which gains +0/+1
Blue Elemental Blast
Counter a red spell being cast or destroy a red card in play.

Boomerang
NS
Come to red spell being cast or destroy a red card in play.

Boomerang
NS
Come
Return tauget permanent to owner's hand.

Braingeyser
SOR
R
Target player must draw X cards.

Brainstorm
NS
Come
Draw three cards, then put any two cards from your hand on top of your library in any cards. LUR 4th LG,CH,MG,5th L,U,R Draw three cards, then put any row cancer than a continuous process.

Breath of Dreams

CU:

Core continuous CV:

CU:

Core continuous CV:

CO:

CO: Description of the top five cards of your library and put one of them into your hand. Remove the remaining four from the game. Size NS C One of the mind of the work of the wo Chill Red spells cost an additional 20 to play.

Chronatog Sc R VS

Skip your next turn: Chronatog gets +3/+3 until end of turn. Use this ability only once each turn. 1/22.

2

ART Artifact
AC Artifact Creature
CR Current Rarity

| Dead | SC | C | Regenerate Walking Dead. 1/1. | SC | U | SC | U | SC | D | SC | U | SC | D
of Corpses
SC C
Scrifice Wall: Destroy target creature blocked by Wall. 0/2.

CV Cumulative Upkee EA Enchant Artifact EC Enchant Creature

EL Enchant Enchantr

L Legendary Land
MS Mana Source

SC Summon Creature
SL Summon Legend
SOR Sorcery

Walking Jean

• Regenerate Walking Dead. 1/1.

• Regenerate Wall of Bone. 1/4.

• Regenerate Wall of Bone. 1/4.

• Wall of Corpses

• C ← • Corpses

• Carofice Wall: Destroy target creature

Description

players guid

I

5

5

ш

8

Name Kind CR Rating Sets Found irvoyance INS C •• Look at target player's hand. Draw a card at beginning of next turn. ok of Invisibility EC C •• Enchanted creature gains phasing and can only be blocked by Walls. ne. LIIR

I II P 4th

Drain Power SOR R ••• U,U,R,4th,5th
Tap appearl's lands for mane and draw all mone in his pool into yours.

Dream Cache
SOR C ••• © MG,TM
Draw three cards. Choose two cards from your hand and put both on either Unw three cards. Chapter and case that have been the top or the bottom of your library.

Dream Coat EC U • During your upkeep you may change target creature's color.

Dream Finiter SC • • 2 • • Dream Fighter SC C ••• 2 M Whenever Dream Fighter blocks or is blocked by a creature, Dream Fighter

and that creature phase out. 1/1.

Dream Tides

Creatures do not untap during their controllers' untap phase. Each nong creature's controller may pay an additional @ during his or her upkeep to

untap that creature.

Dreams of the Dead EN U •• 3 • oms of me bead

EN □ 2 but a white or block creature from your graveyard into play. That creature now has CU: ②. If creature leaves play, remove it from game.

When the second is the second in the second into play. The second is the second into wned

Regenerates, 1/1.

EN R •••

The Registerium of the Registerium of the Registerium of the Registerium of the Registerium of the Registerium of the Registerium of the Cards of your library face down on Duplicity. During your upkeep, you may exchange all the cards in your hand for the cards on Duplicity, At the end of your turn, discard a card. you lose control of Duplicity, put all cards on it into owner's graveyard.





Scroll Rack and **Apecalypse:** Apocalypse is a darn powerful card, but casting it without preparation will leave you stranded like an Ouphe in Bogardan, Before you go bringing on the end of the world, get ready for the fall-out by making a shopping listand then putting those items on top of your library. You'll be saying, "Apocalypse, wow!"

Counterspell
Counter target spell as it is being cast.
Creature Band
EC

If target creature goes to the graveyard, do damage equaling creature's In object receiver gover to the gloveryure, or boundage exposing creative S controller.

Not of Many

EN R

DK, CH, 5th

Put a token creative in play and treat it as a duplicate of target creative. If either the token or Dance of Many leaves play, both must be destroyed. Pay the dupling upkeep or destroy Dance of Many.

AN, CH, 5th Islandhome, 4/1. The Maze cannot offact this form. At the end of furn, remove Maze from the game. Dark Maze cannot offact the furn it comes under your control.

Exp Spawn 1

See Spawn 2

Trample. Take top 2 costs from your library and put them in your graveyard during upkeep or destroy Spawn. 3

Spawn may not be target of spells or effects until end of furn. Top Spawn if it was untrapped. Does not untrap as normal during your next untap. 6/46.

Exp Water 2

All manne-producing In 1

Target spell with one target now tragets a legal target of your choice.

Secrition INT R 3

Secrition INT R 3

Secrition INT R 4

S

Counter target spell. Draw a card. Disrupt INS C •• Counter target instant, interrupt, or sorcery spell unless its caster pays an Counter target instant, illications, and distincted in Draw a card. Dissipote
Counter target spell. Remove that card from the game.

Diretina's Restoration
SOR
Take as many artifacts as you like from target player's graveyard and place than as too of his library in any order.

Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.

Blectric Eel SC U

2 + 2/+0 and Eel does 1 damage to you. 1/1.

Enchantment Alteration IIIS U

Switch target enchantment from a creature to another or from a land to another. It we enchantment 5 controller does not change.

Energy Flux EN U

AQ,R,4th,5th Ech artificat requires @ during upkeep or it must be destroyed.

Energy Tay Logue Unapped creature you control. Add colorless mana equal to target creature's continuous description.

The larger unappea creature you common, and coloniess mains equal to target creature's existing cost to your mana pool.

Energy Vortex

EN

R

MG

At the beginning of your upkeep, remove all counters from Vortex. During target apponent's upkeep, he pays 1 for each counter on Vortex, or he takes a grand total of 3 damage. 88: Put X counters on Vortex. Use this ability a grand total of 3 dames only during your upkeep.

The top cord in every library must always be face up.

hting Drake SC U •• 2 ••

Flying. 2/4. IG Fishliver Oil AN, CH Give target creature islandwalk. sh INS R ••• III ©
Put a creature from your hand into play. Pay the creature's casting cost reduced by up to ②. If you cannot, bury the creature.

Counter INT C ••• ① ① Flash Counter Counter target interrupt or instant spell. Destroy target red permanent or return target mountain to owner's hand LG, CH L,U,R,4th,5th Target creature now has flying. DK.4th.5th Tap target non-flying creature.
Flooded Shoreline EN R Refurn two islands you common to the control of the

Plux Super character outmage for each 2 islands you have 0/5.

SoR ••• •• ••

Eoch player chooses and discards any number of cards, then draws that many cards. Draw a card.

Hying Men SC ••• •

Flying 1/1.

Fg Hemental SC ••• •

Black SC ••• •

Flying 1/1. Thying, If Elemental attacks or blocks, bury it at end of combat. 4/4.

Force of Will

NI U ••••• 3 • 4

You may pay one life and remove a blue card in your hand from game

instead of paying Force of Will's casting cost. Counter target spell ce Spike INT

Foreshadow NS U •• U • VS
Name a card. Put the top card from target opponent's library into his or her
groveyord. If that card is the one named, draw the card. Draw a card at the
beginning of the next turn's upkeep.
Foresight
Search your library for any three cards and remove them from the game.

Draw a card at the beginning of the next turn's upk Target player discards two cards and then draws two cards.

Tylamarid

SC U ••• TM

Flying, Tylamarid cannot be blocked by blue creatures. •: Target creature is the card of them. 1/3.

Hursy's Recall
Return all artifacts in play controlled by target player to owner's hand.

Return all artifacts in play controlled by target player to owner's hand.

Note to be spell being cast or destroy a red permanent if it's red.

Leberg Accounters on Iceberg when it cames into play. 3: Put a counter on Iceberg, Or Remove a counter to add 1 to your mana pool.

Note toget creature out of play, During your upkeep, destroy ky Prison. Any player may pay 3 to prevent this.

Illusionary Forces

Flying, Cli : 4,4,

Illusionary Presence

SC Remove a Counter on International Counter on Internati

Flying, Ct. 9. 4/4, sionary Presence SC R •• a Sionary Presence SC CU: 6. During your upkeep, Illusionary Presence gets the landwalk ability of your choice until next hum. 2/2. sionary Terrain EN U ••• a Sionary Terrain EN U •• a Sionary Terrain EN





There are 55 spells with X in the casting cost, but only five of them are creatures—Balduvian Hydra, Frankenstein's Monster, Krakilin, Phyrexian Marauder and Rock Hydra. Notice how all the colored ones have a casting cost of **X? Kooky.

Mnemonic Sliver

Each Sliver goins * ②, Southice this creature: Draw or card.* 2/2. IA

Musician

Cl: ①. ②: Put a counter on target creature. During its controller's upkeep,
be pays ¹ for each counter or the creature is destroyed. 1/1.

Mystical tutor

INS

Search your library for an instant, interrupt, mana source, or sortery and reveal that card to all players. Put the card back on top of your library.

Mystic Decree

Rystic Decree

Rystic Decree

HL

Pronotom Warrior
Pronotom Worrior
Phontom Worrior is unblockable, 2,7.
Phontom Worrior is unblockable, 2,7.
Phontom Wings
Enchanted creature gains flying, Socrafice Phontom Wings: Return enchanted creature to owner's hand.
Private Ship
Slandhome. ©: Do 1 damena to 1. Phantom Wings
Enchanted creature gains thying, Sacrifice Phantom Wings: Return enchanted creature to owner's hand.

Pirtate Ship
Islandhome. ⊕: Do 1 damage to any target. 4/3.

Polar Kraken
S. R. ••• ⊕ LU,R,4th,5th
Islandhome. ⊕: Do 1 damage to any target. 4/3.

Polar Kraken
S. R. ••• ⊕ LU,R,4th,5th
Islandhome. ⊕: Do 1 damage to any target. 4/3.

Itanaple. CU: Socrifice a land. Comes into play tapped. 11/11.

Political Trickery
SOR. R. ••• ⊕ MG
Exchange control of one of you lands for one of opponent's lands.

Polymorph
SOR R. ••• ⊕ MG
Bury target ceature. I had creature's controller reveals cards from the top of his or her library.

Portent
SOR C. ••• ⊕ MG
You may look at the top there cards so one player's library. Either shuffle that library or put the cards back on top in any order. Canthip
Power Artifact
Reduce the octivation cost of a target arrifact by ⊕ to a minimum of ⊕.

Power Look
E. C. ⊕ LU,R,4th
Enchantment's controller must pay ⊕ during upkeep or Power Look does 1 does not player shuffle and man on pool unli X is met.

Counter target spell unless its coster spends se. Spell's caster must spend oil man from lands and manan pool unli X is met.

Precognition
EN R. • ⊕ LU,R,4th,5th
Counter target spell unless its coster spends se. Spell's caster must spend oil man from lands and manan pool unli X is met.

Precognition
EN R. • ⊕ LU,R,4th,5th
Can unweller permanent becomes the color(s) of your choice.

Proling Jour upkeep, you may look of the top card of target opponent's library. You may then put that card on the bottom of his or her library.

Prismetic Lace
IN S. P. • ⊕

Toppogranda
EN U • ⊕ LU,R,4th,5th
Enchantment can be comes the color(s) of your choice.

Proling Jour may then put that card on the bottom of his or her library.

Propaganda
Ent that can be control of your choice.

Proling Journ way the put that can on the bottom of his or her library.

Propaganda
Ent that can be control of your choice.

Proling Journ way the put that can on the bottom of his or her library.

Propaganda
Ent that can

ton harm, each retoute cannot atthack unless its controller pays an additional \$\int \text{ for harm for creature.}\$

Prospecify

SoR U ••• \$\int \text{ So } VS

Each player draws \$\int \text{ cards.}\$

Psionic Blast

Do 4 domage to any target and 2 domage to you.

Psionic Entity

Do 2 domage to any target and 2 domage to itself. 2/2.

Psychic Allergy

Choose a color when cast. Do 1 domage for each card of this color an opponent carthols during its upkeep. Socrifice two islands during your uptices or destroy Psychic Allergy.

Do 1 domage to any sorge for continues you to discard Psychic Parge.

Do 1 domage to any sorge for continues you to discard Psychic Parge.

Do 1 domage to my sorge for you for the difference is 5 or less and you have at least 1 life, exchange life totals with that player.

Psychic Variage

Do 2 domage to target and's controller whenever the load is tapped.

WL

CU: Draw a cord. At the end of each of your turns, socrifice a land and discard your hand.

Sland until end of turn. 4/3.

Labyrinth Minoteur SC. HL, Sth

Creatures blocked by Labyrinth Minoteur do not untap as normal during their

controller's next untip phase. 1/4.

Land Equilibrium EN R Land

U ***

Goin 1 life whenever opponent tops a forest.

Lord of Atlantis:

All Medfolk in play goin islandwalk and +1/+1. 2/2.

Maniral Hack

WT R **

Maniral Hack

All Merfolk in play gain summers and the Magical Hack

NT R **

LUR,44h,5th

Change the text of a card being played or in play by switching one basic
land type with another.

Magus of the Unseen

SC R ***

U.R,44h,5th

All Merfolk in play gain summers and play by switching one basic
land type with another.

LUR,44h,5th

LUR,44h

Mahamoti Dijnn

SC R ***

LUR,44h

No.

Anthor returns to its owner suppee at the or hand.

Anthor returns to its owner suppee at the or hand.

Flying, 5/6.

Man-o-'Wor.

When Man-o'-Wor comes into play, return target areature to owner's hand: 2/2.

Will Enchanted creature gains. "Comulative upkeep: 0."

Mana Choins.

Enchanted creature gains. "Comulative upkeep: 0."

Mana Drain.

Counter target spell. At the beginning of your next main phase, add to your mana pool colorless mana equal to casting cost of spell.

Mana Severance.

Sor R. **

Senich your library for any number of land cards and remove them from the game. Shaffle your library afterwards.

Mana Short

All opponent's lands are tappeed, opponent's mana pool is emptied.

Opponent is not damaged by unspent mana.

Mana Vortex.

EN. R. **

Socrifice a land when casting Vortex. All players must socrifice a land during upkeep. Vortex is destroyed when there are no lands in play.

Manta Ray

Standandome. Cannot be blocked except by blue creatures. 3/3.

Manta Riders.

Manta Riders.

Manta Riders.

Manta Riders.

Manta Riders.

Manta Riders.

SC Summon Creature
SL Summon Legend

Name-



5

5

-

=

p	I	a	y	e	r	S		g u	i	d	e	
ime					Kind	CR	Rating	Cost		Sel	s Found	

Name Description	Kind	CR Rating	Cost	Sets Found
Puppet Master	EC	U		LG, CH
If creature goes to the first t	he graveyard, Naster to its o	return it to it wner's hand	s owner's har if this happen	S.
Rainbow Efreet	SC	R	30	VS
Flying. : Raint	low Efreet pho	oses out. 3/1	3.	IA.MG.5th

Counter target summon spell. .. Reset Untop oil your lands. May only be played during opponent's turn.

Reveka, Wizard Savant SL R Do 2 damage to any target. Reveka does not untop next turn. 0/1.

Reverberation INS R DO 2 damage to any target. Reveka HL

Redirect damage from a sorcery to its caster. Ripride
Tog oil blue creatures.
SC R
SC R
SC R
River Merfolk
SC R
River Merfolk mountainwalk until end of turn. 2/1.
SC U
River Merfolk mountainwalk until end of turn. 2/1. DK twater Diver SC U ••
Scrifice Rootwater Diver: Return target artifact card from your TM

groveyard to your hand. 1/1.

hwater Hunter SC

© Rootwater Hunter deals 1 damage to target creature or player. 1/1.

hwater Matriarch

SC R ••• © ••• Player.

Reproductive nature about a SC R Reset for the Science of the Sci

Anophire Charm
Choose one—Target player draws a card at the beginning of the next turn's upkeep, or target extrave an opponent controls phases out, or target creenture gains flying until end of turn.

Sea King's Blessing

Change color of any number of target creatures to blue until end of turn.

Sea Monster

Monster cannot attack unless defending player controls any islands. 6/6.

Sea Scryer

Add 11 to your ground. Scryer

SC C

Add to your mana pool. 1/1.

Serpent

SC C

LU,R,4th,5th

Sea Serpent Islandhome. 5/5. U .. . Sea Spirit : +1/+0 until end of turn. 2/3. Sea Sprite SC U
Flying. Protection from red. 1/1.
Sea Troll SC U HL.5th

Troll

SC U

Regenerate. Use this ability only during a turn in which Sea Troll was blocked or in which Sea Troll blocked a creature. 2/1.

Seasinger S C U • FE,5th Islandhome. ©: Gain control of target creature if its controller controls at least one Island. You lose control of reature if Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped during your untap phase. 0/1.

Segovian Leviathan SC U • L6,4th,5th Islandwalk 2/3.

eviathan valk. 3/3. Serendib Diinn

Flying, Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.

Serendib Efferet

Screndib Diinn

S

TM

Flying. When Shrieking Drake comes into play, return a creature you control to owner's hand. 1/1. During your upkeep, you may change the color of Shyfit to any color or combination of colors. 4/2.

and Spirit SC R •••• © 2

Sindbad SC U •• 3 • Sindbad

Fryng, Tompie. Z/Z.

Sindbod SC U •• AN,4th

Drow a card. If it is not a land, discard it. 1/1.

Siren's Call INS U •• LU,R,4th
All of apponent's creatures that can attack must, or die at end of hum.

Skyshroud Condor SC U • TM

Skyshroud Condor
Flying, You cannot play Skyshroud Condor unless you have successfully cast conorber spell this turn. 2/2, Sleight of Alind
NIT
U --LU,R,4th,IA,5th
Change the text of a cord being played or in play by switching one color

word with another.

draw a card. 2/2.

Soldevi Machinist

\$\times \text{Ad} \@ \to mana pool. Use only for artifact activation costs. 1/1.

\$\times \text{Ad} \@ \to mana pool. Use only for artifact activation costs. 1/1.

\$\times \text{Socrifice have lands to draw 3 cards. Discard one of those cards. 1/1.

\$\times \text{Socrifice have lands to draw 3 cards. Discard one of those cards. 1/1.

\$\times \text{Socrifice have lands to draw 3 cards. Discard one of those cards. 1/1.

\$\times \text{Socrifice have lands to draw 3 cards. Discard one of those cards. 1/1.

\$\times \text{Socrifice have lands to draw 3 cards. Discard one of those cards. 1/1.

\$\times \text{As} \text{ U \left \text{ \t

L,U,R,4th,5th,TM Counter target spell; X is the casting cost of target spell.

Ingle Kelp
Target creature stays topped during untop phase if it attacked last turn. Top
target creature when Tangle Kelp is cost.
isiaha

S. I. R ****

MG
Phasing, Trample. At the beginning of your upkeep, all lands you control
phase out. 7/7. Teleri's Drake SC (M
Flying, phasing, 3/2.
Teleri's Imp
Flying, Phasing, When Teleri's Imp phases out, choose and discard a card.
When Teleri's Imp phases in, draw a card. 1/1.
Teleri's Realm EW R W W Teleri's Realm

EW R

At the beginning of each player's upkeep, that player chooses antifacts, creatures, lands, or glob. enchantments. All cards of type phase out.

Televine's Veil

When one of your creatures attacks, it phases out at end of combat.

Telekinesis

INS R

Televinesis

Torget creature becomes tapped and deals no drange this turn. It does not aunulap normally during its controller's following two untap phases.

Teleport

Televinesis

Teleport

INS R

Televinesis

LG, CH

Talget creature may not be blocked this turn.

Tholokos Dreamsower

SC U

Televinesis Thalakos Merfalk SC C State Shadow. State Put Thalakos Merfalk on top of owner's library. 2/1.
Thalakos Seer SC SC State State SC State State State SC SC State St TM Shadow, 1/2. FC (***

Top enchanted creature. During your upkeep, pay or or bury Thirst. Enchanted creature does not untop during its controller's untop phase ught Lash

EN R



During your upkeep, if there are n Reflection tokens in play, put a Reflection token into play. Treat this token as a 2/2 white creature

Jinxed Idol and Spirit Mirror: Mirror, mirror on the wall, who's the most screwed of them all? If you want the answer to be your opponent, use reflection tokens to continually pass off the Jinxed Idol. Your opponent may think you're doing it all with smoke and mirrors, but the damage he's gonna take is no illusion.

Spimy Starfish

Regenerate Spimy Starfish and put a Starfish token into play at end of turn. Treat these tokens as 0,1 blue creatures, 0/1.

Stasis EN R L L L,R,4th,5th
Players don't get an untup phase. Pay & during upkeep or bury Stasis.

Steel Artifact

L L,R,4th,5th

L L,R,4th,5th Storm Crow Flying. 1/2. Storm Elementa rhing. 1/2.

ME Bleenfall

Flying. 4° Remove top card of your library from the game to top target

flying ceature. 4° Remove top card of your library from the game. If it is a
snow-covered land, Storm Benental gets +1/+1 until end of hum. 3/4.

No creation 10/5.

focation INS U • 10 to 1 Sunken Gity

All blue creatures gain +1/+1. Pay the during upkeep or destroy Gity.

Sug Ala Firewalker

Sug Ala Firewalker

Sug Ala Firewalker

Sug Ala Firewalker

Sug Charter debt 1 damage to target creature or player. C/1.

Syelunite Priest

Style United The Supplementation of the Company
Inunder Wall
Flying C +1/+1 until end of turn. 0/2.
Tidal Control EN R
CU: 20. Anyone may pay 20 or whife to counter a red or green spell.
Tidal Flats
Tidal Flats Tidal Flats:

*** All of your creatures that are blocking non-flying creatures get first strike until end of trun. Attacking player may pay one for each attacking creature to prevent this effect.

Tidal Influence

Fut 1 counter on Tidal Influence when costing it and during upkeep. When there is one counter on Tidal Influence, all blue creatures get 2/2.0. When there are 3 counters, all blue creatures get 2/2.0. When when there are four on Tidal Influence, all blue creatures get 2/2.0. When there are four on Tidal Influence, all blue creatures get 2/2.0. When there are four on Tidal Influence.

**Put 3 counters, all blue creatures get 2/2.0. When there are four on Tidal Influence.

**Put 3 counters, all blue 3 counters, all blue 2 counters, all blue 2 counters, all blue 3 counters, all blue 4 counters 4 counters 3 counters, all blue 4 counters 5 counters, all blue 5 counters 5 counters, all blue 5 counters, all blue 5 counters 5 counters, all blue 5 counters, all

■ Itme Walk

Tike an extra turn immediately after this one.

Time Warp

For R

Target player takes an extra turn after this one.

■ Timetwister

Put Time Twister in a new groveyard. Shaffle your hand, library, and graveyard together and draw 7 cards. TM LU

w all islands

Which colors hate each other the most? Combined, red and blue have the most non-creature color hosers against their archenemies (each other). There are 12 red anti-blue spells and blue has 10 anti-red spells. All told, there are 77 non-creature color hosers (spells which work solely against, or have an increased effectiveness against one or more

♠ Socrifice a land: Destroy target land. 1/1. nira, Holy Avenger SL R ••• ② ◆ * Flying. At the end of each turn, put a +1/+1 counter on Asmira for each creature put into your graveyard from play that turn. 2 40000 eltrod Gunnerson
SL R
Timmple. When a creature is pour in growyord uring a turn in wi
domoged it, gain 1 life and do 1 domoge to tragel player. 5/5.
scho Tanaksi
SL R

Bands. SC Counter artifact effect unless its controller spends schools Warbeard
SL U

SL Owner SC U

SL Owne troller spends * . 2/2. 3000 Cannot be target of enchantments. Does not tap to thic Djinn SC R thic Dinn Islandwalk. During your upkeep, lose 2 life. 5/3. To Devilboon

**Devilboon

**D

storm Hellicite
Flying, trample. Cumulative upkeep:

R & ... 6/6.

Dedd Woodlands

EN R ... 2 ... 6/6. No green creature can attack unless its controller socrifices a land when that creature attacks. Relic Efreet

SC R ••• If you a coin; if the flip ends up in your fovor, Frenetic Efreet
phases out. Otherwise, bury Frenetic Efreet. 2/1.

uardle SOR U •• 3 •• Socrifice 3 life to destroy a land and a creature. brief Angeltire

St. R

Outring upkeep, Angelfire goins either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.

ostly Flame

EN R

Outring upkeep sources of damage and spells are colorless sources of damage and Trap Door Spider

SC U

Outring upkeep. es of damage. nt Trap Door Spider SC U •••

••• Siant Trap Door Spider and target attacking you are removed from the game. 2/3 iers EN R ••• 0.00 non-flying creature which is All mountains become plains. Pay * during uplate Dirk SL R • during uplate Dirk ta Dirk

First strike. Creatures with islandwalk may be

Feast

EN

R

•• 000 Take 1 damage during upkeep. When a creature is put into oppon graveyard from play, gain life equal to that SC R ••• fing Spirit
Flying. ©: If the top card of target player's grav
that card on the top of that player's library. 1/2.
and/on Di Corci 00* 0000 Target player randomly discards a card. Play as a sorcen fdane SL R ••• D •• rerider Drake
Flying, protection from red. 2/3.
Rezon Tamar
SL R Lezon rumor

St. R.

On the upkeep ofter Hazezon enters play, put "belosis in play, where" is
the number of lands you control. Treat tokens as 1/1 red, white, and green
creatures. Remove all tokens if Hazezon leaves play, 2/4.

Iding Gjornersen, St. U

16

A

3

-

Privacy Priva

ART Artifact
AC Artifact Creature
CR Current Rarity

lation Mage

SC C C 2

Calcium Mage

SC C C 2

Calcium Mage

SC C C 2

creature in play for each mountain destroyed.

John War Machine SC R •• De C FI
Top a Merfolk you control to allow War Machine to attack until end of turn
or give War Machine +2+1 this turn. If War Machine goes to the
groveyard, all Merfolk topped in this manner are destroyed. 0/4.
kanic Eruption S R •• S • S • S • LUR, 4th
Destroy X mountains of your choice and do 1 damage to each player and
screening in charge for each meaning industriesal

Wall of Air
Flying, 1/5.
Wall of Kelp

SC

R

LUR,4th,5th
HL

SC

Connot be damoged by creatures it blocks. 0/1.

Wall of Water

SC

LUR,4th,5th
HL

LUR,4th,5th
HL

LUR,4th
Sth
HL

LUR,4th
S

| Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Company | Comp

Water Wurm

SC
Water Wurm gains +0/+1 if opponent controls any islands. 1/1.

SC
U

d Doncer

SC U

Flying. S: Target creature gains flying until end of turn. 1/1.

Wind Urace
St. Flying, 2/2.
Flying, 2/2.
Flying, 2/2.
Flying, Wind Spirit cannot be blocked by less than two creatures. 3/2.
Winged Sliver
St. C. St.

...

TM

IA,5th

EL Enchant Land EN Enchantment

EW Enchant World INS Instant INT Interrupt

LAN Land LL Legendary Land MS Mana Source

Rampage: 1. 5/4.

SC Summon Creature
SL Summon Legend

30*

000*

LG

SOR U ***

Take control of a creature from any graveyard.

ques le Vert SL R •••

Make all your green creatures +0/+2. 3/2.

mine Boreal SL U ••

Name

Description

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p	1	a	y	e	r	S		g u	i	d	e
Name De	escripti	on			Kind	CR	Rating	Cost		Set	s Found
ledit 0	janer	-	13		SL	U		001	*		16
	d of th	ne Clo	sed F	ist	SL	U	••	344			LG
Johan		as Joh	an do	esn't	SL tap or		k, your	③ ♠ € creatures m	* ay att	ock wi	LG, CH ithout
Jungle	pping.				SC		••	000	,		MG
Kaerve	ek's P	urge				U		800			MG
to	creat	re's c	ontro	ller d	amage			al to X. Kae creature's p		Purge	
	r the	Lone	Wolf		SL	U		001			LG.
	kahas Pres		n to 2	don	SL nage to	R torge	ee ot creatu	re. 2/2.			LG, CH
Kielda	ran F	rostbe	east		SC	0		Frostbeast	are de	estrov	IA ed at
	d of c	omba	t. 2/	4.	CI	P	•••	200			IG

Description	
Monsoon EN R •••• 2 ••• If an island is untapped at the end of its controller's turn, Monsoon ded damage to that player and the island becomes tapped.	IA ols 1
Mountain islan SC R SC R Mountain island Mountain island Whenever you successfully cast a block spell. 2/2.	IA litan
Mundungu SC U •• 1 •• • • • • • • • • • • • • • • •	12
Nature's Blessing EN U ••• 2 ** * Choose and discard a card from your hand to have target create permanently gain banding, first strike, trample or +1/+1.	
Nebuchadnezzar SL R •••• 3 • L S, &: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards. Play as a sorcery. 3/3.	.G, CH
Nical Balas SL R ••• 2 •• 1 • 1 • 1 L Flying. An apponent damaged by Nical Balas must discard his entire ha	and.
Palladia-Mors St. R ••• 2 •• 2 • * * L Flying, trample. Pay • * during upkeep or bury Palladia-Mors. 7/ Payel Maliki St. U • 4 • • •	.G, CH /7. LG
	Al
hand. Opponent may draw a card. Trample. Put a 1/1 green Hipp token into play under opponent's control. 4/4. Phyrexian Purge SOR R ••• 2	MG
Pay 3 life per target: Destroy any number of target creatures. Princess Lucrezia SL U • 3 • • •	LG
◆: Add to your mana pool. 5/4. Prismatic Boon	MG
Purgatory EN R ••• ② * Whenever a creature is put into your graveyard from play, put it face under Purgatory. During your upkeep, you may pay 4 mana and 2 life	MG up to put
any card under Purgatory into play.	

SL R ••• * * LG **, •: Target creature deals no damage this turn during combat. 1/2.

SL P ...

*: Do 3 damage to target attacking or blocking creature.





Pygmy Hippo

IG

344**

Aluren and Enduring Renewal: That's right! Once again, it's time for every one's favorite home game-infinite combos! Now, with the awesome new Aluren 2000, all those infinite combos are a piece of cake. Infinite mana? Blood Pet! Infinite life? Bottle Gnomes! Infinite damage? Mogg Fanatic! Infinite power/toughness? Mogg Raider! Infinite regeneration? Vigilant Martyr. Okay, you get

Lady of the Mountain	SL	U .	0.00	LG
Lady Orco	SL	U ••	500	LG
7/4. Leering Gargoyle Flyng, &: Gargoyle g Lim-Dul's Paladin Trample. During upkee Paladin gets +6/+3 if to defender his turn a Lim-Dul's Vault Look at the top five ca may pay one life to pu Shuffle all but the top library in any order. Livonva Slone	SC ets -2/+/ SC p, discard blocked. nd that pl INS rds of you at those co five cards	R •• 2 and loses to U ••• a card or bu If Paladin is ayer loses for U ••• ar library. As ands on the bu of your library.	ury Paladin and drain not blocked, it dea our life. 0/3. The state of	v a card. Is no damage Al choose, you the top five.
First strike, legendary Lobotomy Look at target player's basic land. Search that the chosen card and re	SOR shand and t player's emove the	d choose any graveyard, f em from the	hand and library for game.	all copies of
Lord Magnus First strike. Creatures of Lord of Tresserhorn When Lord comes into target opponent draws Malignant Growth	with plain SC play, pay two card EN	R ••• two life and s. Rege	alk may be blocked. Socrifice two creates 10/4.	tures; and MG
CU: 10. During upkee draws an additional co Marhoult Elsdragon	ard and ta	kes 1 dama	ng opponent's draw ge for each counter.	phase, he
Rampage: 1. 4/6. Marsh Goblins Swampwalk. 1/1.				DK
Merieke Ri Berif Merieke does not unto leaves your control or Misfortune Opponent chooses: Ei control and gain 4 life opponent controls and	becomes SOR ther you p	untapped, the R •• uut a +1/+1 ut a -1/-1 co	f target creature. If hat creature is burie 1 2 2 2 counter on each creature on each creature on each creature on each creature on each creature.	d. 1/1. Al eature you

No. of April 1995	the idea, so what are you waiting for?
no combat damage this turn. If y from his or her lands and then hi combat, add an equal amount of Radiant Essence SC	It blocked, you may choose to have it deal ou do, detending player draws all mana so he have pool is emptied. After colorless mana to your mana pool. 2/2. U *** ** *** *** *** *** *** *** *** *
gets +1/+2.2/3.	R •• 16
Rognar SL ♠ ♣ , ♠: Regenerate targe	
Romirez DePietro SL First strike, 4/3.	U ••• 3 ••• 16
Ramses Overdark SL	R •• 2 • LG
	U ••• 1M
First strike. G: Regenerate Range Rasputin Dreamweaver SL	R ••• 4 * LG
Put 7 counters on Rasputin. Remo or add one colorless mana to you your upkeep if he began your turn Reclamation EN	we a counter to prevent 1 damage to Rasputin mana pool. Add a counter to Rasputin during untapped (maximum 7 counters). 4/1. R ••• 2 • * IA lass its controller socrifices land when that
Reflect Damage INS	R ••• 3 * MG
	one source to that source's controller.
	essfully casts a spell that targets you or a
creature you control, you may d	raw a card.
Righteous War EN All white creatures you control g you control gain protection from	ain protection from black. All black creatures
Riven Turnbull SL	U •• 5 • 16
Rock Basilisk SC	R ••• MG
	or is blocked by a non-wall creature, destroy
Rohgahh of Kher Keep SL All your Kobolds of Kher Keep g Rohgahh and Kobolds tap and o Rubinia Soulsinger SL	iin +2/+2. Pay → → during upkeep or owner under traponent's control. 5/5. R → → 2 → ★ Ure. You lose control when Rubinio leaves
your control or is untapped. You	may leave Rubinia tapped. 2/3.

MG SL U . 6/4 sleton Ship

SL R ••• ③ •• Put a -1/-1 Bury immediately in control of the counter on a creature. 0/3. Buy inhequilley in combening counter on a credure. O/3.

Sky Spirit

Sc U

TM.

Flying, first strike. 2/2.

Sol'kanar the Swamp King SL R

Swampwalk. Tou goin life each time to lack spell is cast. 5/5.

TM.

Solbard Guerille Strike Strik land could produce. LG. CH Flying ©: Do 2 damage to target creature. 3/3.

EN R •••• Discard a card at random to do 2 damage to any target.

Leiman's Legacy

When Suleman's Legacy comes into play, bury all Dijnns and Efreets.

Whenever a Dijnn or Efreet comes into play, bury il.

The control of the comes of the play, bury it.

The control of the comes of the comes of the play bury it.

The control of the comes IA e's coshing trop, 2/2. SL U ... 2999 IG CH ♦: Do 2 damage to target attacking or blocking creature. 3 ten Von Ursus MG Property of usery viewfices actinoids. I / I.

Woshiven Dragon. S.C. R.

Flying. © -1 /+ 0 until end of hum. © -40/+1 until end of hum. 4/4.

That I-Dol S. R.

Torque reacture's power or toughness is 1 until end of hum. 3/3.

Wisdizing Cascade

BIS U.

***OFT 1.2 Lid.**

**OFT 1.2 MG Gain X+3 life, andering Mage SC R ••• Q • A A A A SI life, andering Mage SC R ••• Q • A A A A SI life, and a Gain Relating Mage SC R ••• Q • A A A SI life, and a Gain Relating Mage SC R ••• Q • A A A SI life, and a Gain Relating Marin SC R ••• Q • A MA A SI life, and a Gain Relating Marin SC R ••• Q • A MA A SI life, and a Gain Relating Marin Passes out. When Warping Wurm phases in, put a +1/+1 counter on it. 1/1.

**Elispring El R • A MA Gain Counter on it. 1/1.

**Elispring SC R ••• Q • A MA A MARIN Relating Marin Passes out. Marin Relating Marin Relati Wood Sage

T. Name a creature card. Reveal the top four cards of your library to all players. If any of those cards are the named card, put them into your hand. Put the rest into your graveyord. 1/1.

If you want to the card to the c

Description

Description

MG

5

2

For each 1 damage Zebra Unicorn deals, gain 1 life. 2/2.

GREEN oroth SC R CU: Put a -1/-1 counter on Aboroth. 9/9. WI Afiya Grove crove comes into play with three +1/+1 counters on it. During your upkeep, put a counter on a creature. If Grove has no counters, bury it. ling Leprechaun SC C
All creatures blocking or blocked by Leprechaun beco Aluren
Any player may play a creature card with total casting cost 3 or less whenever he could play an instant and without paying its casting co An-Havva Constable

SC
U

Constable 244 TM ig its costing cost. HL Arborio CU: 2. When Arctic Wolves comes into play, draw a card. 4/5.

Argothian Pixies SC (••• 1 Cannot be blocked by artifact creatures. Damage that Argothian Pixies take

Argothian Tracelolk

Argothian Tracelolk

Compared to 0.2/1.

Argothian Tracelolk

Compared to 0.3/5.

Argothian Tracelolk

Argothian Tracelolk nor of Thorns EC \longrightarrow MG You may play Armor as an instant, if you do, bury it at end of turn. Play only on a non-black creature. Enchanted creature gets +2/+2. Lu, R, 4th, 5th L,U,R,4th,5th SC (••• 0.0 Barbary Apes

2/2

Barbed Foliage

When a creature attacks you, it loses flanking. When a creature without flying attacks you, Barbed Foliage deals 1 damage to it.

Barishi is put into graveyard from play, remove Barish from the game, then shuffle all creature cards from your graveyard into your library. 4/3.

Bayou Dragonofty

Flying: swampwalk. 1/1.

Berserk

Berserk

LU

LUR,4th,5th

Flying. & Add one mann of any color to your mann pool. 0/1.

Bilizzard

LU & Bilizzard

LU & Bilizzard

LU & Bilizzard

LU & Bilizzard

LU & Bilizzard

LU & Bilizzard

LU & Bilizzard

LU & Bilizzard EN R

CU: @. Flying creatures do not unitap.
ssoming Wreath INS (
Gain life equal to the number of creature cards in your graveyard.
unity of the Hunt INS U You may remove a green card in your hand from the game to cast Bounty.

Put 3+1/+1 counters on any number of target creatures until end of turn

or Shield

E((***) hield EC C ••• A until end of turn. TM ken Fall

Return Broken Fall to owner's hand. Regenerate target creature.

wn Ouphe

SC

C wn Ouphe

A. Counter an artifact ability that requires an activation cost. 1/
shwaga

SC R Transple & Flying and loses transple until end of turn. 4/4.

Canopy Spider C C Company Spider C S C Company Spider C S C C S Spider C S C C S S TM HL5th rnivorous Plant Counts as a wall. 4/5. DK,4th (*** 000 LG,CH,5th Forestwalk. 2/2. Forestwork. 2/2.
honnel SOR U SOR U Sorrier
Add to to your pool for each life point you sacrifice.

raping Rhino SC U SOR O SORRIER.

Charging Rhino cannot be blocked by more than one creature. 4/4.

ke L.U.R.4th TM TM Islands do not untap during their controllers' untap poking Vines INS (Islanas ao no unumpo ocomo INS (••• & • & • Roy only when blockers are declared. X trarget attracking creatures are considered blocked. Vines deals 1 damage to each of those creatures to blood SC (••• & • Roy only when blocked vines deals to damage to each of those creatures to blood which in the state of the blocked vines v WI

U ... 0.0 AO Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed of combat. 2/4. Cocoon

Pur 3 counters on target creature you control and tap it. Creature does not untop normally while counters remain. Remove a counter during upkeep.

When last one is removed, creature gets + 1/+1 and flying.

Concordent (rossroads EW R • L6, CH Creatures are unaffected by summoning sickness.

Torsh of Rhinos

SC • MAC

Trample. 8/4. IG CH Trample. 8/4. Craw Giant U ... **3€€€** LG,CH,5th Trample. Rampage: 2. 6/4. L,U,R,4th,5th -Crazed Armodon SC R TIM
Armodon gets +3/+0 and gains trample until end of turn. At end of furn, destroy Crazed Armodon. Use this oblity only once each turn. 3/3.

Creeping Mold S R S V S V V V S V S R V S ycle of Life Final Policy of Life Fig. 1 (1997) and the costing cost.

Note of Life Final Policy of Life to your hand: Target creature you summoned this turn is 0/1 until the beginning of your next upkeep. At the beginning of your next upkeep, put a + 1/+1 counter or that creature.

I close Final Policy of Counter or that creature.

I close Final Policy of Counter or that creature or to do I domoge per token to all players and creatures. Destroy Cyclone if mono is not paid.

Sedirect 1 domoge from white creature to Doughter. 2/4. Creatures with forestwalk may be blocked.



There's lots and lots of regenerating creatures, but only seven of them fly: Ghost Ship, Locust Swarm, Mischievous Poltergeist, Screeching Harpy, Wake of Vultures, Will-O-The-Wisp and Yavimaya Gnats. At a cost of one mana and with immunity to common creature-elimination spells like Terror and Dark Banishing, Will-O-The-Wisp is by far the most efficient blocker in the game.

Cannot be the target of spells or effects. 6/1. nse Foliage EN R ••• Creatures cannot be the target of spells. sert Twister
Destroy target permanent. -AN.R.4th.5th Dire Wolv Gains banding if you control any plains. 2/2. SC R ****
TM
henever any opponent plays a land, put a +1/+1 counter on Wurm. 3/4.

1 Torget recenture larger R. U *** Dirtcowl Wurm ownard1 EN December 2000 of 1/4 Counter on Wurm.

Target creature loses thing until end of turn. Socrifice Downdraft:
Downdraft deels 2 damage to each creature with flying.
Drop of Honey EN Report County of the C LG,4th,5th

EL Enchant Land

EW Enchant World

Instant

IA,5th

Early Harvest INS R •• Inaget player untaps all basic lands he or she control EN R •• IN R •• 0. TM Top an untapped creature you control: Untap target basic land. This is a mapped outside the cerebrate per cerebration in the properties of the period 300 LG,4th,5th Even Warhounds Schocked, put the blocker on top of owner's library. 2/2.

Elves of Deep Shodow Sc U Sc Eves Over Cannot be blocked except by walls and flying creature of the work of the control res. 3/3. L,U,R,4th,5th ness as 1/2. ● ♠, ♠: Target creature does not untap as normal. 1/1. sh Ranger LG. CH Erhnam Djinn

During upkeep give forestwulk to an apponent's aceature until next upkeep, 4/5

Essence Filter

Destroy all enchantments or destroy all enchantments that aren't white.

Eureka foerie Noble

Flying, All foeries gain +0/+1.

Sch Zeit Vien Wurm comes into play, discard a land or bury Fallow Wurm. 4/4. inflier Ground

Let the depth of the depth inhere is no limit to the number of lands you may play in a turn. Do domoge to you for each land beyond the first you play in one hum. Feral Thalliad Add a counter during upkeep. Remove 3 counters: Regementers. 6, Femerel Archers SU = 20.04 domoge to target attacking creature with flying. 2/2. Feral Instinct INSC = 40.00 for a first per creature gets + 1/+1 until end of hum. Control. Fire Sprites SC = 40.00 for a first per creature gets + 1/+1 until end of hum. Control. Fire Sprites SC = 40.00 for a first per creature gets + 1/+1 until end of hum.

Gains +2/+2 until end of turn when blocked or blocking. 1/1

SC Summon Creature SL Summon Legend SOR Sorcery

LAN Land LL Legendary Land MS Mana Source

TM

TM

Name Description

g u i d e Kind CR Rating Description

1

Freyalise's Charm EN U •• Return Freyalise's Charm to your band.

Return Freyalise's Charm to your band.

Freyalise's Winds R R •

Put a wind counter on any permanent whenever it becomes tapped.

Permanents with wind counters do not untap. Instead, remove all wind

counters on those permonents.

Frog Tongue

EC

When Frog Tongue comes into play, draw a cord. Enchanted creature can

When Frog Tongue comes into play, draw a card. Enchanted creature can black creatures with flying.

Fugitive Druid

Whenever any player successfully assists an enchantment spell that targets Fugitive Druid, draw a card. 3/2.

Fungal Bloom

Fungal Bloom

Put a spore counter on target Fungus.

WL

Socrifice a forest: Put a +2/+2 counter on Fungus Elemental. Use this ability only if Fungus Elemental care to play this turn. 3/3.

Fungusaur

Gets a +/+1 counter ofter any turn when Fungusour has been damaged

ΔΙ IA 5th

Giant Turtle

Giant Turtle

Giant Turtle may not attack if it did so during your last turn. 2/4.

Gibbering Hyenas

SC.

Gibbering Hyenas cannot block block creatures. 3/7.

Gift of the Woods

If enchanted creature blocks or is blocked by any creatures, it gets +0/+3 until end of turn and you gain one life.

Glyph of Reincarraction

INS

Descriptions

Response of Records such creatures. until end of turn and you gain one life.

Buy of Reincarnation NS (

Bury all creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.

Gorilla Berserkers

Trample, rampage: 2. (annot be blocked by 1 or 2 creatures. 2/3.

Gorilla Chiefhain

SC (••• 2 •••

De: Regenerate. 3/3.

Gorilla Pack

SC C • 2 •

Gerilla Pack
Foresthome. 3/3.
Granger Guildmage

* © Target creature gains first strike. © Granger Guildmage does 1
danage to target creature or polyer and 1 damage to you. 1/1.
Grizzly Boars

SC (***
LU,R,4th,5th

Hoil St INS U ... Hail Storm deals two damage to each attacking creature and one damage to

Holl Storm deals two damage to each attacking creature and one damage to you and each creature you control.

Hall of Germstow Supkeep, that player choses a cake. Until end of hum, each more producing input produces more of the chosen color standed its normal close. Harrisow

INS U → 2 → IM

Socrifice a land: Search your library for up to two basic land cards and put them into play. Shuffle your library afterwards.

Harvest Wurm

SC C → IM

When Harvest Wurm comes into play, return any basic land card from your graveyard to your hand or bury Harvest Wurm. 3/2.

Heartwood Dryad

Heartwood Dryad

SC C → IM

Heartwood Dryad

Forestwell

Markett School Sch

Heartwood Treefolk
Forestwalk. 3/4.
Hidden Path

EN R ••• ② ••• All green creatures gain forestwalk.

Hornel Cobra SC C

First strike, 2/1.

Horned Sliver All Siners gain frample. 2 / 2.

Hot Springs

©: Tap land Hot Springs enchants to prevent 1 damage to any target.

Hungry Mist

During your upkeep, pay to or bury Hungry Mist. 6 / 2.

Hurricane

SOR

U

LUR4TH

LU.R.4TH.IA.5th Tricane

Do X damage to all players and flying creatures.

Storm

SOR U

O

O Destroy any one land.

Ichneumon Druid SC U •

chearmon Druid

Do 4 damage to any player casting an instant, except for the first one cast by that player that turn. 1/1.

This Baff Efreet

All Flying. : Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.

Instill Energy FC U .. . LUR4th.5th



ш

2



Surge: Poor old pile o' mud. When it's time to attack, he's only interested in how many lands your opponent has tapped. And if you've got him in play, your opponent sure isn't going to be interested in tapping his lands. Infuse a little

life into your Pal with Power

Surge, and for your poor opponent it's Mud if he do, Mud if he don't.

Pallimud and Power

Ghazban Ogre SC C AN, CH
During controller's upkeep, Ghazban Ogre switches to the control of the
player with the most life. 2.7/2.
Giant Bodger

You may untap creature one extra time during your turn; target may attack

	or oach	autra creatu	on blacking it	E /E
Jungle Wurm gets -1/-1 for Juniper Order Druid	SC	C and	e blocking ii.	3/3. IA
Juniper Order Druid		1/1		IA
: Untap a land of your	SC.	11.	0.0	MG
Karoo Meerkat	20	0		MU
Protection from blue. 2/1			NAME OF TAXABLE PARTY.	100
Katabatic Winds	EN	K	0.0	VS
Phasing. Creatures with fly	ring can	not attack, t	block, or use o	any ability that
includes 🏶 in the activati	on cost.			
Kaysa	SL	R	344	Al
All green creatures you con	ntrol get	1+1/+1.2	/3.	
Killer Bees	SC	U	000	LG,4th,5th
Flying . Give Rees +1		til end of tur		20,111,511
King Cheetah	SC	(3.	VS
You may play King Cheeto	h whor			
Krokilin	SC	eee		III. 5/2.
			844	nevete 0/0
Comes into play with X +	1/+10	ounters on it	. W. Kege	enerate. 0/0.
Kudzu	EL		044	L,U,R
When target land is tappe	d, it is o	destroyed. If	ne player who	just lost a land
to Kudzu must place it on	any off	er land in pl	ay.	
Kyscu Drake	SC	U ***	34	VS
Flying. •: +0/+1 until e	end of the	urn. (Max 🖪	 Sacrifice K 	yscu and Spitting
Flying. : +0/+1 until e Drake: Search your library	for Via	shivan Drago	on and put it i	nto play. 2/2.
Land Leeches	SC	(044	DK,4th
First strike, 2/2.				Min. See Vibra
Leaping Lizard	SC	(044	HL
● : Flying and -0/-1 u	intil the	end of turn	2/3	
Ley Druid	SC	U	0.0	L,U,R,4th,5th
: Untap a land of your		1/1	-	6,0,0,1111,5111
	SC.	6	200	IA.5th
Lhurgoyf		V		/+.1
* equals the total number	ot cted			+1. uc
Lichenthrope	20	K	344	VS
For each 1 damage dealt During your upkeep, remo	to Liche	enthrope, put	a -1/-1 cour	iter on it instead.
During your upkeep, remo	we one	of these cou	inters from Lic	henthrope. 5/5.
Liege of the Hollows	SC	R	244	WL
If Liege is put into gravey	ard fron	play, each	player may p	ay any amount of
mana to put that number	of 1/1	green Squir	rel tokens into	play 3/4.
Lifeforce	EN	-		L,U,R,4th,5th
• Counter a black sp			100000	2,0,11,111,3111
Lifelace	INT	P .		L.U.R.4th
Changes the color of one		PL.		L,U,N,4111
Changes me color or one	cara in			
Diring Artifact	EA	D		I II D Ash Esh
Living Artifact	EA	R	•	L,U,R,4th,5th
Living Artifact Put 1 counter on target ar	EA tifact p	R er life you lo	se. During up	L,U,R,4th,5th keep, you may
Put 1 counter on target or trade one and only one co	EA rtifact production for	er life you lo or 1 life.	se. During up	L,U,R,4th,5th keep, you may
	EA tifact pounter for EN	er life you lo or 1 life. R	se. During up	L,U,R,4th,5th keep, you may
Put 1 counter on target at trade one and only one co Living Lands Treat all forests in play as	tifact prounter for	er life you lo or 1 life.	se. During up	L,U,K,4III,3III
Put 1 counter on target at trade one and only one co Living Lands Treat all forests in play as	EA tifact pounter for EN	er life you lo or 1 life. R	se. During up	L,U,R,4th,5th keep, you may L,U,R,4th,5th
Living Artifact Put 1 counter on target or trade one and only one co Living Lands Treat all forests in play as Living Plane	EA tifact pounter for EN 1/1 co	er life you lo or 1 life. Reatures.	se. During up	L,U,K,4III,3III
Living Artifact Put 1 counter on target at trade one and only one co Living Lands Treat all forests in play as Living Plane All lands are are now also	EA tifact pounter for EN 1/1 co	er life you lo or 1 life. R eatures. R ereatures.	se. During up	LG
Living Artifact Put 1 counter on target at trade one and only one co Living Lands Treat all forests in play as Living Plane All lands are are now also Uanowar Behemoth	EA tifact prounter for EN 1/1 or EW 1/1 or SC	er life you lo or 1 life. Reatures. Recetures.	se. During up	L,U,K,4III,3III
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làving Artifact Put 1 counter on target au trade one and only one co làving Lands Freat all forests in play as Living Plane All lands are are now also Llanowar Behemoth Tap a creature you contro Llanowar Druid P, Sacrifice Llanowar Dr Llanowar Eve to your man Llanowar Eve to your man Llanowar Eve to your man Llanowar Events Pt. Add Pt. 10 Llanowar Events Llanowar	EA stifact pounter for EN 1/1 or EW 1/1 or SC l: +1/+ SC or pool. SC	R earlife you lo or 1 life. R earlife seatures. R earlife seatures. U earlife seatures	se. During up	LG WL WL L,U,R,4th,5th
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Izving Artifact Put 1 counter on target au trade one and only one co trade one and to trade Teat all lands are are now also tlannower Behemoth Tap a creature you contro tlannower Druid Pus Scriffice Llannower Druid Scriffice Llannower Druid Scriffice Llannower Druid When Llannower Sentinel Unnower Sentinel When Llannower Sentinel Locaust Swerm Hyng Pagenetice Lore All creatures that can bloc ture of Prey Play only if an opponent card from your hand into Lurker Cannot be target of spells Moddening Wind	EA fiffoct properties of the control	R electric products of the control o	of turn. 4/4. s may poy a cord into play so only once on this turn. Furere just player or blocked this	LUR,4th,5th WL LUR,4th,5th WL To search your 2/3. MG to green summon to the true. 2/3. IA
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living Artifact Put 1 counter on target at tade one and only one co living Lands. Treat all forests in play as living Plane All lands are are now also Unanowar Behemoth Tap a creature you control Unanowar Druid Sociation of the county of the county One of the county of the county One of the county of the county One of the one of the county One of the c	EA Introduction of the common	R est life you lo lo life life you lo lo life life you lo lo life life life life life life life life	se. During upi	LU,R,4th,5th LU,R,4th,5th to search your 2/3. MG thum.1/1. LU,R,4TH,JA,5th to sturn.2/3. IA lening Wind does MG DK,4th,5th Who are blocked MG DK,4th,5th r.1/2. LU AN,6th AN,6th AN,6th AN,6th AN,6th AN,6th AN,6th
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Flying, Whenever Spores blocks a creature, put 4 counters on the creature. During controller's unitop, remove a counter from the creature. As long as creature has any counters, it does not untap as normal. 0/1.

Mirri's Guille ST No. 1 Mirri's Gu

Moss Monster

SC (Medical Comment of Commen

Look at top 3 cards of any library. You may then shi

Target player gains 8 life. Ture's Chosen EC

Nature's Kiss

People of the Woods

People of the Woods SC U ••

=number of forests you control. 1/.

Pincher Beetles SC ...

Natural Order

Sor R

Socifice a green creature: Search your library for a green creature: it into play as if it were just played, then shuffle your library.

Natural Selection

NS

R

Floy on one of your creatures.

EC U

All Play on one of your creatures.

But Undop creature. Use only during your turn and only once per turn.

But I for creature is white and only once each turn.

WIL

But I for creature is white and only once each turn.

WIL

WIL

Nature's Revoit

All lands are 2/2 creatures.

Nature's Writch

During your upkeep, par & or bury Nature's Wrath. Whenever a player
puts a Swamp or black permanent into play, he socifices a Swamp or black
permanent. Whenever a player puts an Island or a blue permanent into play,
he socifices an Island or a blue permanent.

Needle Storm

Needle Storm

Needle Storm deals 4 damage to each creature with flying.

Mottleboth Dijim

Mill During vour unkeen. Netfletooth Diinn deals 1 damage to you. 4/4.

Night Soil

1: Nace two creatures in any grower and enter them from the game to put a Saproling token, a 1 / I green creature, in play.

Nurturing Licid

1: Note two creatures in any growers a creature enchantment that reads 1: Regenerate enchanted creature instead of a creature. More Licid onto target creature, You may pay 1: To end this effect. 1 / 1.

Overrun

Al creatures you control get +3/+3 and gain trample until end of turn.

Ma Pale Bears

Islandwalk. 2 / 2.

Panther Warriors

SC (*** *** YS

6/3.

Pincher Beetles cannot be the target of spells or abilities. 3/1. SC R

Give target creature flying until end of turn. 1/1.

Fix U

Gian 1 life each time an opponent's artifact becomes tapped, or the activation cred of an expensive.

During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he controls.

SC R •••

Malesaurus

SC R •••

Malesaurus

Awampwalk. 2/2.

Scarget land becomes a 2/2 green creature permanently. That land still counts as a land. 1/2.

Quirion Elves

SC

M6

M6

shill counts as a lana. 1/Z.
Irion Elves SC (•••• Me of Mid
When you play Quirion Elves, choose a color. ◆2. Add one mana of the chosan color to your mana pool. ◆2. Add • to your mana pool. 1/1.
Irion Ranger (••• YS
Return a forest you control to owner's hand: Untop target creature. Use this

biblity only once each thur. I./1.

Rabid Wombat

\$\frac{1}{2}\text{ U} \rightarrow \frac{1}{2}\text{ to each enchantment on it. Does't top when attacking. 0/1.

Radjan Spirit

\$\frac{1}{2}\text{ for each enchantment on it. Does't top when attacking. 0/1.

Radjan Spirit

\$\frac{1}{2}\text{ U} \rightarrow \frac{1}{2}\text{ to each enchantment on it. Does't top when attacking. 0/1.

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\$\frac{1}{2}\text{ for each enchantment on it. Does't top whe

Rebirth

SOR R

God player may be heoled to 20 life. Any player so choosing ontes on oddinand road from top of his library. Remove if not playing for onte.

Recycle

N R

TM.

Skip your draw phase. Whenever you play a cand, draw a card. During your discord phase, choose and discord all but two cards.

SC W

WI

REPROPERTY.

If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of its owner.

Sor C

Source Sou Sacrifice a land to search your libarary and put a basic land into play. Cantrip.

U D.

Regeneration

Regrowth
SOR U
Bring a cord from your groveyard into your hand.
Reincarnation
NS U

ferred Selection and pay 2 to draw the co

Pyknite
Draw a card at start of the turn after Pyknite comes into play. 1/1.

Quirion Druid
SC R ***

ability only once each turn. 1/1.
Rabid Wombat

During your upkeep, Nettletooth Djinn deals 1 darmo

Night Soil

Regenerate target creature. 2/2.

en creature card, put

uffle that library.

ge to you. 4/4. ***

VS

DK

344

Description

4

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2

Root Maze

All artifacts and lands come into play tapped.

Rootbreaker Wurm

SC

••

Trample. 6/6. Roots Tunget creature without flying. That creature does not untap.

Roots of United Fixed That creature does not untap.

Choose islands or swamps. Whenever a land of the chosen type that target

Choose Islands or swamps. Whenever a raind or the crosen type mar targer opponent controls becomes tapped, gain 1 life.

Roof Spider

If assigned as a blocker, Spider gains first strike and +1/+0, 2/2.

Roofwalla

Controlling Roofwalla gets +2/+2 until end of turn. Use this ability only once each turn. 2 / 2.



Which season is the most popular in Dominaria? Simple. Winter appears in more card titles than all the other seasons combined. For those keeping score, that's Winter Blast, Winter Orb, Winter Sky, Winter's Chill, Winter's Grasp and Winter's Night vs. Autumn Willow, Daughter of Autumn, Natural Spring and Summer Bloom.

wen EN R ••• 2 • 5 During your draw phase, reveal the first card you draw to all players. If that card is a basic land, draw a card.

If I • 16

Counter target affind effort from requires an orthodion cost.

Sortion Bodger SC R BH.

If Bodger is not blocked, you may have it deal no damage this turn. Instead, remove from the game on more than two creatures from opponent's graveyard. Gain one life for each creature removed.

oernoom coord

A ployer domoged by Sobertooth Cobra gets a poison counter. During that player's next upkeep, he gets another poison counter unless he pays 2 before then to prevent this effect. 2/2.

MS C AN, 4th, M AN 4th MG

Do one damage to all attacking creatures. Scaled Wurm SC (••

7/6.

7/6.

7/6.

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ene Heart INS
Destroy all local enchantments.
ambling Strider SC (

: +1/-1 until end of turn. 5/5. -Shanodin Dryads Forestwalk, 1/1. Shelkin Brownie L.U.R.4th.5th 04 ©: Remove banding ability from target creature until end of turn. 1/1
Shrink Target creature gets -5/-0 until the end of turn. snow-covered lands creature's controller owns.

Spectral Bears

SC

Bears

If Bears so declared as an attacker and defending player controls no black

If Bears so declared as an attacker and defending player controls no black

spider Climb

You may play Spider Climb as an instant, if you do, bury it at end of turn.

Creature gets +0/+3 and can black creatures with flying.

Spike Drane

Spike in combal with Slug gains first shike until end of hum. 2/4. Splintering Wind St. C • 2 • All 2 • Do one damage to target creature. Put a Splinter token into play. Treat as a 1/1 flying green creature and Cl: • If this token leaves play, it deals one damage to you und to each creature you control. Spore Gloud INS C • FE Tap all blocking creatures. No creatures in combad to 0 damage. No creatures now in combat outlap as normal during their controller's next untap phase. Spore flower C. C I when the counter on Flower during unknew Remember these counter on Flower during unknew Remember these counter on Flower during unknew Remember. ore Flower

FE Put a counter on Flower during upkeep, Remove three counters from Flower to prevent creatures from dealing damage in combat. 0/1.

Stalking Tiger

Stalking Tiger connor be blocked by more than one creature. 3/3.

Impede

All dittocking creatures get tromple and +1/+ to unit end of trum. you may be a supple of the property of the prop rm Seeker INS U •••• 3 • Do 1 point of damage to opponent for every card he has in hand. Top target creature with flying. L.U.R.4th.5th

Target player gains X life.

Striped Bears

When Striped Bears comes into play, draw a card. 2/7

Stunted Growth

SOR R Supply the supply suppl

Torpan SC C
You gain 1 life if Tarpan goes to the graveyard from pl
Taste of Paradise SOR C m play. 1/1.

Taste of Parodise

SOR

On 3 life. Gain 3 life for each the you pay over the casting cost.

Thallid

For each the you pay over the casting cost.

For a counter on Thallid during upkeep, Remove 3 counters to put a Suproling token, which is a 1/1 green creature, in play 1/1.

Thallid Devourer

Fut a counter on Thallid Devourer during upkeep, Remove 3 counters to put a Suproling token, which is a 1/1 green creature, into play. Socrifice a Suproling token, which is a 1/1 green creature, into play. Socrifice a Suproling token, which is a 1/1 green creature into play. Socrifice a Suproling token, which is a 1/1 green creature.

The lenter Draid

The socrifice a green creature to turn your forests into 2/3 creatures until each of turn. 1/1.

The lenter Mank

Socrifice a green creature to turn your forests into 2/3 creatures until each of turn. 1/1.

until end of turn. 1/1.

Thelonite Monk

SC R

Scrifice a green creature to turn a land into a basic forest. 1/2.

Thelon's Chant

BN U

O 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.

Thelon's Curse

BN R

Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay to untap one and only one creature.

ART Artifact
AC Artifact Creature
CR Current Rarity

LUR4THIAMG5th

EL Enchant Enchanter
EL Enchant Land
EN Enchantment

EW Enchant World INS Instant INT Interrupt

LAN Land
LL Legendary Land
MS Mana Source

SC Summon Creature
SL Summon Legend
SOR Sorrery

Name

p	1	a	y	e	r	S		g u i	d e
Name De		ion			Kind	CR	Rating	Cost	Sets Found
Therm	okars	tornot	land	Vou	SOR	U life	i that I	D D D	IA IA

Thicket Basilisk Thicket Basilisk

Any non-wall creature blocking or blocked by Basilisk is estatived. 2/4

Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4

Thorn Thailid

During your upkeep, put a spore counter on Thorn Thailid. Remove 3 counters to have it deal 1 damage to any target, 2/2.

Thoughtleach estroyed. 2/4.

4

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5

Thoughtleech EN U Control I life whenever target apponent taps an island. Timber Wolves
Bands. 1/1.
Tinder Wall L.U.R.4th

Bonds, 1/1.

Inder Well

Scraffice: Add
Scraffice: Do 2 damage to creature it blocks, 0/3.

Titline's Song

EN U

AD, 24th, 5th

Yety non-creature artifact loses its abilities and becomes an artifact creature tvery non-creature arthor losss its oblines and becomes an artifact creature with power and toughness equal to its casting cost.

Tornado

CI.

Por three life for each counter on Tornado. Destroy target permanent and put a counter on Tornado. Use only once each turn.

Touch of Vitae

NS U

Por Tornado.

Touch of Vitae INS U •• 2 • IA
Target is unaffected by summoning sickness and may untap an extra time. Contrip.
Tracker SC R ••• II •• OK IA

Tracker SC R ••• Use the second of the secon IΔ TM Tranquil Domain

Tranqui Domain

Destroy all global enchantments.

Tranqui Grove

EN

R

WL

SOR

LU,R,4th,5th,TM

MG

TM L.U.R.4th.5th

nami
Destroy all islands in play.

SOR R •• hoon SOR R

Do 1 damage to opponent for each island he controls abi Efreet SC (•• 2 •• Uktabi Efreet 200 WL **●**. 5/4. (U: •. 5) Uktabi Faerie 0.0 MG Uktabi Foerie
Flying, 4 e. Soorlike Uktabi Foerie: Destroy turget orifort. 1/1.
Uktabi Forangutan
SC U
When Uktabi Orangutan comes into ploy, destroy target arifort. 2/2.
Uktabi Wildcus
SC R

Uktabi Wildcats

SC R SC Scriffice forest: Regenerate. */*

Undergrowth

NS C A Undergrowth

Undergrowth

No creatures deal damage in combat this turn. If you pay ② ● in addition to casting cost, Undergrowth doesn't affect red creatures.

Unseen Walker

SC. U ● ● ● Scresswolk. ● ● ● Target creature goins forestwalk in lend of turn. I/1.

Untamed Wilds

SOR U ● ● 16,4th,5th Forestware, the state of the st

om EC C • DK,4th
All non-wall creatures in combat with target are destroyed after combat.

Omous Breath INS U ••• 3 • All creatures in combat with target are destroyed after combat.

All creatures in combat with target are destroyed after combat.

All creatures in combat with target are destroyed after combat.

Verdant Force

SC

R

M

During each player's upkeep, that player puts a Soproling token into play.

Treat this token as a 1/1 green creature. 7/7.

Verdigris

INS

U

TM

Destroy target after combat.

Verdigris

Destroy target artifact.

Verduran Enchantress

SC

Drow a card each fine you cost an enchantment. 0/2.

Veteron Explorer

If Explorer is put into any graveyard from play, each player may search his or her library for up to two basic lands and put those lands into play. 1/1.

Village Elder

Scarlike a Scarlike a forest: Regnerate target creature. 1/1.

WILLINGS

WILLINGS WL

Vitalize
Untop all creatures you control.
Waiting in the Weeds SOR R FOR Play I was a solution of the Play I will be solved by the solution of the Play I was a solution of the suntapped fore solution MG

L.U.R.4th 0/7.
Wall of Pine Needles SC U •• S • I
• Regenerate. 3/3.
Wall of Roots

SC C •• M

Put a 0/-1 counter on Wall of Roots: Add • to your mana pool. Use this IA

ability only once each turn, 0/5.
Wall of Wood SC C • L,U,R,4th

U/3.

FC U •• @ • L,U,R,4th,5th

Do 1 damage to controller of target creature during upkeep.

K Mammoth SC C ••• @ • L,U,R,4th,5th Mammoth SC C ••• 3 •
Trample, 3/3. War Mammoth

Warthog Swampwalk. 3/2.

Web	EC	R ·			L,U,R,4th
Target creature gains +(1/+2 a	nd may b		creatures.	
Whippoorwill					DK
♠♠, ۞: Target may	not reg	enerate o	or be ta targ	et of damag	e-preventing
effects. If target goes to	gravey	ard, ren	love it from	the game.	
Whirling Dervish				•	LG,4th,5th
Protection from black. G				pponent. 1/	1.
Whip Vine				•	Al
Can block flying creature	s. You	may cho	ose not to u	intap Vine du	ring untap
phase. : Tap target fl					does not
untap as normal as long	as Vine	remains	tapped. 1	/4.	PI ST
Whiteout			•• D		IA
All flying creatures lose t					
graveyard, you may sac Wiitigo					
				222	1/.1 A
Put six +1/+1 counters counter on Wiitigo if it h	or boon	black od	or has blas	teep, pur a +	1/+1
upkeep. Otherwise, rem	OND OF	1/+1 0	unter from	Wiitigo 0 //	DL IO21
		(.		Willigo. U/ C	MG
Trample, 3/3.		1000			mo
Wild Growth	EL	(.		110	R,4th,IA,5th
Target land provides an		when t	noned for m	nono	וווכ,או,וווד,
Willow Faerie					HL
Flying, 1/2.		R.D.			Sicercol
Willow Priestess	SC	R .	. 0	**	HL .
: Take Faerie from yo	ur hand	and put	it directly in	nto play. 2	
groon croature gains are	taction	rom bla	le contil the	and of home	2/2

din SC R ••• 2 •• tory INS U •• 1 AN, CH Aleatory
Flip a coin; Ifyou win, target creature gets +1/+1 until end of turn. Can
Ali Baba
SC U •• AN MG Baba Tap a wall. 1/1. HL Ali from Cairo AN All blocking creatures get first strike.

SC C

bush Party SC C HI Pirst strike. May attack the turn it comes into play on your side. 3/1. HI 5th An-Zerrin Ruins EN R •• 2 •• A creature type of your choice does not untap during untap phase. 00 HL Target Minotour gets +1/+1 till end of turn.

Sc R

Target Minotour gets +1/+1 till end of turn.

Sc R

Target Minotour gets +1/+1 till end of turn. HI First Strike. 2/3.

abe Shaman SC C ••• Sabe Short Crefter SC R •• 2/2.

All minotaurs get +1/+0.1/3.

srchy SOR U ••• So R IA Destroy all white permanents. cient Runes EN U •• 2 TI
During each player's upkeep, Ancient Runes deals 1 damage to that player





Sarcomancy and **Remove Enchantments:** Does Sarcomancy truly suck? Maybe, but it's at least worth trying to abuse a bit first. After you've built up an army of darkness, you should still have those Sarcomancies in play (trust us, your opponent won't get rid of them). Then bingo...send 'em back to your hand with Remove Enchantments and you're ready for the next wave.

						L
 Gain control of target or leaves your control. You 	legend.	Los	Coher ton	of this l	legend if S	atyr untaps
Wind Shear	INS	II	oo luh	O A	/1.	V
All attacking flying creatur					'til end of	
Winter Blast	SOR	U	***	0.0		LG,4th,5th
Tap X target creatures. Do	2 dame	nge t	to each ta	rget fly	ring creatu	re.
	SOR	U	•••	0.0	•	TN
Destroy target land.	**	,				10.51
Wolverine Pack	SC	(••	2 P	4	LG,5th
Rampage: 2, 2/4. Wood Elemental	SC	D				16
Socrifice * untapped fores		rnst	ing Wood	Flome	entel */*	10
Woolly Mammoths	SC	Cusi	••	(II) A	allui.	14
Gains trample if you contro	ol any s	now-	covered la	unds 3	1/2	
Woolly Spider	SC	(***	0.0	•	1/
Does not fly, but can block	flying	creat	ures. Woo	olly Spi	ider gets +	0/+2 until
end of turn if it blocks a fi						Part I
Worldly Tutor	INS	U	***	•		MG
Search your library for a cr	eature (cord	and revea	I that o	card to all	players.
Shuffle your library and pu						
Wormwood Treefolk See: Forestwalk until en	Je bu	K	duni tal	3	•	DK
Swampwalk until end of to						
Wyluli Wolf	SL and	YUU	OWI SYDI	(II) A	16. 4/4.	AN.5th
: Give a creature +1/+	1 until a	and o	of turn 1.			AN, JIII
Yavimaya Ancients	SC	C	••	3.	•	ΔΙ
: +1/-2 until end of tu	m. 2/7					
Yavimaya Ants	SC	U	****	20	•	A
Trample. CU: • • Unaft	ected by	y Su	mmoning	Sickne	155.5/1.	
Yavımaya Gnats	26	U	•••	20		A IA
Flying. : Regenerate. 0,	/1.					
RED						
Active Volcano	INS			9		LG, CH
Destroy a blue permanent		n nn	island to	nwner'	s hand	20, 01

int of Stromgald SC C ...

a: Add a to your mana pool. 1/1.

EC C MG Agility
Enchanted creature gets + 1/2+1 and gains flanking.
Aggression
Larget non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.

for each artifact he or she controls. Apocalypse
Remove all permanents from the game. Discard your hand.
Armoret Guildmage
SC (***
Light park park 2000 Armorer Guildmage SC C • On Toronto Communication Communic Artifact Blast
Counter an artifact as it is being cast.

Atog

O, Scriftice an artifact: +2/+2. 1/2.

Avalanche

SOR

U AO Avalanche SOR U •
Destroy X snow-covered lands.
Backdraft INS U •• 0800 IA 00 Do half the damage (round down) done by one sorcery to its caster. IA

zzing Effigy

SC

When placed in the graveyard from play, Blazing Effigy does 3 damage to larget creature. If it was killed by another Effigy, it also does damage equal to the damage done to that Effigy, 0/3.

MG Fury

MS

W M6 Sind Fury

All creatures lose trample unit end of turn. Double all combat damage
Bistering Borrier

SC (•• ② •

Counts as a wall, 5/2. stering Barrier

Counts as a wall. 5/2.

Odd Frenzy

INS

Inspect affacking or blocking creature gets +4/+0 until end of turn. At end of turn, destroy that creature.

INS

Inspect creature gets +4/-4. Its toughness does not go below 1.

Target creature gets +4/-4. Its toughness does not go below 1.

Tought creature gets +4/-4. Its toughness does not go below 1.

Tought creature gets +4/-4. Its toughness does not go below 1.

Tought creature gets +4/-4. Its toughness does not go below 1.

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Tought creature gets +4/-4. Its toughness does not go below 1.

Tought creature gets +4/-4. Its toughness does not go below 1.

Tought creature gets +4/-4. Its toughness does not go below 1. d Moon
Treat all non-basic lands as basic mountains.
SC (*** To larger creature. 27. SC R •• VS

Flying. If Phoenix is put into any graveyard from play and has no counter on it, return Phoenix to play and put a counter on it, if Phoenix is put into any graveyard and has a counter on it, remove it from the game. 3/3. Destroy all islands.

Boiling Blood INS C •• 20
Target creature attacks this turn if able. Draw a card

Bone Shaman SC C •• 204 Bonds Namon

Circultures damaged by Bone Shamon this turn con't regenerate. 3/3.

Arand of III Omen

Circultures damaged by Bone Shamon this turn con't regenerate. 3/3.

Arand of III Omen

Circultures controller may not cast summon spells.

Arsscslow Orcs

Cannot be assigned to block creatures of power greater than 1. 3/2.

FE,5th

Cannot be assigned to block creatures of power greater than 1. 3/2.

Brothers of Fire

SC

Divinity Countroller by Circultures of power greater than 1. 3/2.

Brothers of Fire

SC

Competence by Circultures of power greater than 1. 3/2.

Brothers of Fire

SC

Competence by Circultures of power greater than 1. 3/2.

Brothers of Fire

SC

Competence by Circultures of Competence by Circultures of Competence by Circultures of Competence by Circultures of Competence by Circultures of Competence by Circultures of Competence by Circultures of Competence by Circultures of Competence by Circultures of Competence by Circultures of Competence by Circultures of Competence by Circultures of Competence by Circultures of Competence by Circultures of Circultu 200 Target creature gains mountainwalk. Canyon Drake
SC R • Discard a card at random: Canyon Drake gets +2/+0 until end of turn. 1/2. Canyon Wil SC (••• untainwalk. 2/1. Mountainwalik. 2/1.

Grev People

Grev Peop

ontic Goo

SC

F

The Chootic Goo comes into play with three +1/+1 counters on it. During your upkeep, you may flip a coin. If you win the flip, odd a +1/+1 counter to Chootic Goo. Otherwise, remove a +1/+1 counter from it. 0/0.

He Cloud

NS

Bestroy target creature. If the creature is withe, Cinder Cloud deals to that creature's controller damage equal to the creature's power.

Bestroy target creature is Controller damage equal to the creature's power.

Bestroy traget creature is controller damage equal to the creature's power.

During your upkeep, Cinder Giant deals 2 damage to each other creature you control. 5/3.

control, 5/3.

Ginder Wall

If Cinder Wall

If Cinder Wall blocks, destrey it at end of combat. 3/3.

Cone of Home

SOR

Choose three target creatures and/or players. Cone of Flame deals 1 damage to the first, 2 damage to the second, and 3 damage to the third.

Conquer

EL

Location of Flame deals 1 damage to the second, and 3 damage to the third.

Consuming Feority

Take control of target land.

Consuming Feority

Play on a non-Woll creature. Creature gets +1/+0. During your upkeep, put

a +1/+0 counter an creature. At the end of any upkeep, if that creature has
three of these counters on it, bury the creature and it deals to its controller
an amount of damage equal to its power.

until end of turn. 2/2.

(rookshark Kobolds are red creatures. 0/1.

(rown of Flames EC. ••• T.M.

Enchanted creature gets +1/+0 until end of turn. •: Return Crown of Flames to owner's hand.

(urse of Marri Lage EN R ••• Return Crown of Flames to owner's hand.

(urse of Marri Lage EN R ••• Return Crown of Flames to owner's hand.

Lago all islands when Cuse of Marrit Lage comes into play. Islands do not untap during their controller's untap phase.

Deadshot

Tag taget creature. That creature deads damage equal to its power to another target creature.

p target creature. INS

Do I damage creature.

INS U •• All Do I damage to any target. At end of upkeep, if Spark is in your grav-yard with a creature directly above it, you may pay (1) to pick up Spark.





While there are 38 creatures with some sort of landwalk ability, only three of them have the ability to roam through a non-basic land. The Desert Nomads have the popular desertwalk, Livonya Silone boasts legendary landwalk and the Illusionary Presence can have any darn landwalk ability it wants-even cathedral-of-serrawalk.

cost of the artifact.

Sharmony

Untap larget attracking creature and gain control of it until end of turn.

Sintegrate

SOR

Sor

LUR, 4th, 5th

Do X domoge to target. If target dies this turn, remove it from game.

LUR, 4th

Flying. 2: +1/+0; if more than 3 is spent this way in one turn,

Drogon Whelp dies at end of turn. 2/3.

To reven Armorer

SCR

FE nrven Armorer

S. R

, S: Discord a card from you hand to put a +0/+1 or a +1/+0

counter on target readure. 0/2.

arven Armory

S: Sactifice a land to put a +2/+2 counter on a creature. You may only

use this ability during your upkeep.

arven Berserker

SC. C

W arven Berserker SC (• 16 Berserker s blocked, it gets +3/+0 & gains trample until turn ends, arven Cataput INS U • 8 9 arven Catapult

Do X damage, divided evenly among all of opponent's creatures.

arven Denolition Team SC U • 2 • (Constitution Team St. V)

Arven Lieufenant SC U • (Constitution Team St. V)

Arven Lieufenant SC U • (Constitution Team St. V) LU FE MG 20, ©: Destroy target nonbasic land. 1/2.

Dwarven Nomad
SC C ••• C School Schoo arven. Sed Clan

SC U → SC U or run. 2/1.

Graven Song

INS U • Graven Song

Chonge color of ony number of target creatures to red until end of turn. Arrange of the second song color of turn. The second song color of turn. Effects that after that creature s power after its toughness instead, and vice verso, until end of turn. 1/2.

Turnen Trader.

th Elemental Do X damage to all players and non-flying creatures in play.

Lair EW R •• ® 30

Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks. SOR R . 000 nol Flame

SOR R

Di D

Do X damage to target opponent, where X is the number of mountains you control. Lose half that amount of life, rounding up.

nol Warrior

EC C

LG.4th,5th

Target creature does not tap to attack.

Target creature does not top to artock.

Freporate

Sor. U

Beal I damage to each blue and white creature.

Falling Ster

Sor. R

Falling Ster

Sor. R

Beal I damage to each blue and white creature.

Falling Ster

Sor to touches takes 3 damage and taps if if survives.

Ster to touches takes 3 damage and taps if if survives.

Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.

Faint

In all creatures blocking travest resolves. I most does not demand.

Top all creatures blocking target creature. Target deals no damage. Fervor
All creatures you control are unaffected by summor

If so, it may not be cast that turn. 3/2.

ART Artifact
AC Artifact Creature
CR Current Rarity

EA Enchant Artifact EC Enchant Creature

EL Enchant Enchanter

EW Enchant World INS Instant INT Interrup

L Legendary Land MS Mana Source

SC Summon Creature SL Summon Legend SOR Sorcery

Name

plavers guide

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2

Name	Kind	CR	Rating	Cost	Sets Found
Description			or it is		
Flore			**		IA,MG,5th
Flare does one damage Hashfires	to any t	target.	. Cantrip.	30	L,U,R,4th,5th
Destroy all plains in play Howstone Giant	1. 50	-		200	TM
: Flowstone Giant ge		2 unti	l end of t	urn. 3/3.	IM
Flowstone Salamander	SC	U	***	300	TM
: Salamander deals 1	damag	je to t	target cre	ature blockir	ng it. 3/4.
Howstone Wyvern Flying. : Flowstone V	Wyvern (A ster	2/-2 unt	til end of tur	
Fork	INT	R	*****	00	L,U,R
Duplicate a sorcery or in	istant ju	st cas	t. You ch	oose the nev	v target.
Frost Giant Rampage: 2. 4/4. Furnace of Rath	20	U		300	16
	EN	R	****	000	TM
Double all damage assig	gned to	any c	reature or	r player.	
Game of Chaos Choose target player an	SOR d flip a	K	f way win	999	IA,5th
opponent takes 1 dama	ige. Oth	erwise	e, you los	e I lite and	opponent gains 1
life. The winner can con Ciant Strength	itinue. Il	he sto	ikes doub	ile each rour	LG,4th,5th,TM
					10,4111,5111,1111
Make target creature +2 Glacial Crevasses	EN	R		20	IA.
Socrifice a snow-cor combat this turn.	vered m	ounta	in to hav	e creatures o	deal no damage in
Glyph of Destruction	INS	(LG
Make target wall you co	ontrol +	10/+	0 when b	olocking. Tar	get wall takes no
damage in combat but i	is destro	yed a	f end of t	turn.	AQ, CH
: Use only when you				coin. If opp	
artifact is countered. Ot	herwise,	draw	a card.		
Goblin Balloon Brigade Gains flying until er	SC	U	***	9	L,U,R,4th

Showing Rider is blocked, if deals 2 damage to each attacking centure and







> Ghost Town and Winter Orb: Okay, now Ghost Town really does suck, but it's not without its uses. It gets pretty hot down in Dodge City...hot enough that the Winter Orb doesn't affect it. Just zap the tapped Town back to your hand and you'll have an extra untapped land next turn... Hey, whatd'ya want? We're talking about Ghost Town here!

Goblin Bombardment

Scorifice a creature: Bombardment deals 1 damage to target creature or player.

Goblin Cores:

If target fund is a basic mountain; all boblins gain +0/+2.

Goblin Chrurgeon

SC. C. Scorifice a Goblin to regenerate a creature. 0 / 2.

Goblin Digging Teom

SC. C. Scorifice a Goblin to regenerate a creature. 0 / 2.

Goblin Digging Teom

SC. C. Scorifice a Goblin to regenerate a creature. 0 / 2. FE Gobin King

SC R •• LU,R,4th,5th
All Soblins gain mountainwalk and +1/+1. 2/2.

Gobin Kints

EN U III

Gobin your target creature toughness no greater than two flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip. SC R ...

Gray Ogre
2/2.
Grizzled Wolverine L.U.R.4th Gray Ogre

2/2

Grizzled Wolverine

1-2/40. Use only when Wolverine is blocked and only once. 2/2.

Guerrilla Tactics

NS

1-2

Do 2 damoge to any tanget. If a spell or effect controlled by an opponent causes you to discard factics, if deals 4 damoge to any tanget.

Hammer of Bogardom

SOR R

MG

Do 3 damoge to any tanget. By spell or effect controlled by an opponent causes you to discard factics, if deals 4 damoge to any tanget.

Hammer of Bogardom

SOR R

MG

MG

Do 3 damoge to any tanget.

MA

Instants and abilities requiring activation cost anomate by level during combot.

TM

Heart of Bogardom

CI:

If N

Well

CI:

If Heart of Bogardom

SCI

If N

All Shees are unaffected by summoning sickness.

If M

All Shees are unaffected by summoning sickness.

If M

Heart Wolf

First strike.

Tanget dwarf gets first strike and +2/40. If dwarf leaves play this turn, bury Heart Wolf. Use only at beginning of combot.

Z/2.

Hearth Charm

INS C → VS

Choose one—Destroy target artifact creature; or all attacking creatures get +1/40; or target creature with power 2 or less is unblockable this turn.

Heat Stroke

At the end of each combat, destroy all creatures that blocked or were At the end or each blocked this turn. blocked this turn.

of Wove EN U •• •• •• VS

CU: •• Blue creatures connot block creatures you control. Nonblue creatures connot block creatures their controller poys on additional

1 life for each blocking creature.

Giant SC C •• •• •• L,U,R,4th,5th Hivrs of the Scale

You may choose not to untap Hivrs. ©: Gain control of a Drogon. If Hivrs becomes untapped or he leaves your control, lose control of Drogon. 3/4

Hulking Cyclops

SC. U •• © © © Try NS Control of Brogon. 3/4

Hulking Cyclops

SC. U •• U •• Control of Brogon. 3/4

Hurloon Minoteur

SC. C •• U •• LU.R. 4th, 5th

Lyngon Shapese 1000 minutes 2/3.
1000 Shaman

If Hurloon Shaman is put into any graveyard from play, each player chooses and buries a land he or she controls. 2/3.

SC R ◆ AN.4th

Lackal 1. Do three damage to any target. Creatures may not regene O/1.

Old Taskmaster

Give all your Kobolds +1/+0. 1/2.

SC R ••• 3 ••• a player of his choice if the card discarded is a land.

Lava Burst

Do X damage to any target. If the target is a creature, effects that prevent or Love Storm

No Storm INS

Love Storm

No Storm INS

Love Storm

No Storm Interest In Lava Storm INS C •• G •• Lava Storm deals 2 damage to each attacking creature or 2 damage to each Va Slorm

INS

Lave Slorm deals 2 damage to each attacking creature or 2 damage to each blocking creature.

Junting Blost

Lightning Blost MS

Lightning Blost deals 4 damage to target creature or player.

Junting Blost

Lightning Blost deals 4 damage to target creature or player.

Junting Blost

Lightning Blost deals 4 damage to target creature or player.

Junting Blost deals 4 damage to reach such speak.

Junting Blost deals 4 damage to reach such speak.

Junting Blost damage to reach surpet creature or player. Use this oblitiv only when a red speak is successfully cast and only once for each such speak.

Junting Blost damage To and only once for each such speak.

Junting Blost damage To and surpet creature or player.

MG

You may choose to play Reflexes so an instant; if you do, bury it at end of hum. Enchanted creature gets +1/+0 and gains first strike.

MG

You may choose to play Reflexes so an instant; if you do, bury it at end of hum. Enchanted creature gets +1/+0 and gains first strike.

MG

A/3.

SC

Itm

Mogmosour comes into play with five +1/+1 counters on it. During your upkeep, remove a +1/+1 counter from Magmasour, or socifice Magmasour and it deals I damage for each +1/+1 counter on it to each creature with flying and each player. 0/0.

flying and each player. 0/0.

Description

-

P

N

2

AQ.R.5th

agnetic Mountain

R R • □ □ □ ANR,4th
To unitap a blue creature, controller must spend four during upkeep.

EN R • □ □ LUR,4th,5th
Do one damage to controller whenever he draws mana from any land.

BO one damage to SR R • □ BR,4th,5th
Do one damage to some lift a coin. Any player whose coin comes up talls losse a life. Repeat until both players' coins come up heads.

BO Flore

EN R • □ BR,4th,5th
Expl. land sundures an avetan mena of its normal hase.

to the number of attacking creatures. You until end of turn, where * is equal to the number of attacking creatures. Mogg Conscripts cannot attack unless you have successfully cast a creature spell this turn. 2/2.

Mogg Squad gets -1,/-1 for each other creature in play. 3/3.

L,U,R,4th,5th (*** . IA.5th Mountainwalk. 1/1.

Mountain Yeti SC C ••• Mountainwalk, protection from white. 3/3. dslide EN R •• 200 LG, CH

Mountainwolk, protection from white. 3/3.

Worldwind Report Repor

Ogre Enf

The second secon

sh Fermer

St. Hours trayel and into G. Hours trayella
Orga SC R **** *** RR3 FF,5th Trample. (an't attack if apponent has an untapped creature of power greater than 2. Can't block creatures of power greater than 2. Can't block creatures of power greater than 2. 6.6. Pallimud has power equal to the number of tapped lands target apponent controls. */3. Panic
Target may not block. Cantrip.
SOR U Pillage
Bury target artifact or land.
Power Surge
EN

ody runger chiract or ham. EN R ... U.R.41

Before untip phase, other legiser must own untopped lands. During his upkeen, that player takes 1 damage for each land that had been untopped militive Justice.

Pyrodisms

Do 2 damage to each creature.
Pyrokinesis
NS U •••
Pyrokinesis
You may remove a red card in hand from game instead of paying the casting cast. Do 4 damage divied among any number of creatures.



In Advanced Dungeons & Dragons there are four types of genies, one for each element: Djinn (air), Efreet (fire), Marid (water) and Dao (earth). Three of these are represented in Magic-you didn't forget about the Old Man of the Sea, did you? Alas, the closest thing to a Dao is

scorifice Kathi Dragon, 5/5.

Reckless Embergage

S. R. And A. An

entless Assault

SOR R •••• 2 2 3

Untop all creatures that attacked this turn. You may declare an additional

negade Warlord SC U •• ITM
First strike. If Renegade Warlord attacks, each other attacking creature gets
+1/+0 until end of hum. 3/3.
ribution SQR U •• 2 • HI.

+1/+0 until end of hum. 3/3.

Retribution

Choose 2 creatures controlled by opponent. Bury one and put a -1/-1 counter on the other. That opponent chooses which creature is buried.

Rock Hydra

Put X +1/+1 head counters on Hydra. Each point of domage to thydra destroys 1 counter unless controller spends by per head. During upkeep, new heads may be grown for opice. 0/0.

When Hatchling comes into play, put four shell counters on it. During your upkeep, remove a shell counter from Hatchling. As long as no shell counters are on it. Hatchling gets +3/+2 and gains flying, 0/1.

Roc of Kher Ridges

Flying, 3/3.

Rock Side

Rock Side deals X damage, divided any way you choose, among any number of target attacking or blocking creatures without flying.

Rogue Skycaptain

SC R

Al Flying. At beginning of upkeep, put a counter on Skycaptain. During upkeep, put a counter on Skycaptain. During upkeep, put a counter on Skycaptain 3/4.

Rolling Thunder

SOR

Rolling Thunder

SOR

Rolling Thunder SOR

Rolling Thunder SOR

Rolling Thunder SOR

Rolling Thunder SOR

Rolling Thunder SOR

Rolling Thunder

SOR

AM

If Kukh Egg goes to the groneyard from play, you get, a 4/4 flying red creature at end of turn. 0/3.

Sobretooth Tiger

SC

My Strike. 2/1.

Sandstone Warrior

First strike. 2/1.

Sandstone Warrior

SC

My Strike

My Strike.

Addstone Warrior

First strike.
Sc Sandstone Warrior gets +1/+0 until end of turn. 1/3. rhost hogre

If Sowtooth Ogre blocks or is blocked by any cr
1 damage to that creature at end of combat. 3, rched Earth reature, Sawtooth Ogre deals

rched farth
Choose and discard X land cards: Destroy X target lands.

aring Spear Askari
Flanking, ⊕ Cannot be blocked by only one creature this turn. 2/2.

aring Touch
INS
U

Buybock ⊕ Searing Touch deals I damage to target creature or player.

Clay Flanking ⊕ Cannot be the St. R

Buybock ⊕ Searing Touch deals I damage to target creature or player.

Clay Flanking ⊕ Cannot Buybock ⊕ Cannot Buy

Destroy target artifact. SOR R ••• @@@

tlerstorm
Bury all artifacts in play.
van Dragon
Flying. : +1/+0.5/5. R **** @@@ LU.R.4th.5th

ers of the Flame

C: Add to your mana pool. 2/2.

Oke

EN R

•••

99 L,U,R,4th,5th OKE

Each player may only untap one creature during untap phase.

Grant of Fortune

C U

Target player shuffles his library, 1/1,

Tatara

INS

C

Target player shuffles his library.

ke of Rath

St. Pestroy target artifact or creature. That permanent's controller gains control of Starke of Rath permanently, 2/2.

Be Giant

SC. U Description: S.C. U. L.U.R.4th,5th
until end of trum. Target creatures with toughness less than Giant's power flying
until end of trum. Target creature is killed at end of trum. 3/4.

onemands

Fig. Cecurus is killed at end of hum. 3/4.

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Fig. Cecurus 2 LURATHUAMG 5th TM Stone Spirit cannot be blocked by flying creatures. 4/3. IA,5th R ..

During upkeep do 1 damage to players for each card in hand below 4. Target creature cannot block this turn. Draw a card.

Iterraneon Spirit SC R ••• G I a Company to the Company t

Sudden Import deals 1 domoge to targer puoyer for excir caru in ins nana.

All Lancer

C

Flanking, Soy Ata Lancer is unaffected by summoning sickness, 2/2.

If enchanted creature is athocking, if gets +3/+0. Otherwise, if gets -2/-1

Januar Champion

First Sinike. Whenever Talraum Champion locks or is blocked by any

reachine, that creature locac first strike until and of thirm 3/3.

creature, that creature loses first strike until end of turn. 3/3

LG,4th,5th

HI



p l	a	y	e	r	S		g	u	i	d	e
Name Descri	ntion			Kind	CR	Rating	Co	st		Se	ts Found
Talruum I	Ainota					***					MG
Talruum F	iper			SC	U		4	9			VS
Telim Tor				SL	R	Talruum	4	9			MG
Telim'Tor'	s Edict			INS	R						MG
Tempest	Efreet			SC	R	enent you	- 0	99			LG,4th
vours	burvin	a Efree	et in c	oppone	ent's o	rom opp raveyard life or co	I. Opp	onent	may	preve	nt this

yours, burying cheef in opponent s graveyard. Opponent may prevent in	13
permanent change by sacrificing 10 life or conceding game. 3/3.	***
	WL
Do 3 damage to target player or 4 damage to target creature with flying.	
Thundermore SC R •••• 50	WL
Thundermare is unaffected by summoning sickness. When Thundermare	
comes into play, tap all other creatures. 5/5.	T11

Too	th and C	OW.	EN		R	•	3 2		TM
	Sacrifice 3/1 red		Put a	Carni	ivore	token	into play.	Treat this tok	en as a
	Giant	Croditire	SC		(••	30		IA

3/3.	A Colonies			10000
Torrent of Lava	SOR R	***	899	MG
Do X damage to each	creature withou	ut flying. E	ach creature go	ins " : Pre-
vent 1 damage to this	creature from	Torrent of	Lava."	
Total War	EN R	**	30	IA
When any player attac	cks, destroy all	untapped	non wall creatu	res that don't

5

ď

attack. Does not affect	creatures that came into	play this turn.	140
Tremor	SOR (••	9	VS
Tremor deals 1 damage	to each creature without	t flying.	
Tunnel	SOR U •	9	L,U,R,4th
Rury tornet wall			

TOTALICA	JUN	•		-	40,11, 1111
Bury target wall. Two-Headed Giant of Foriys	cr	D			111
two-neaded Giant of runys	26	V			1,0
Trample. May block two	creatures	in	combat.	4/4.	
Uthden Troll	SC	U		20	L,U,R,4th
. D					

: Regenerates. 2/2.					
archild's Crusader	SC	(30		Al
: Can only be blocked	by walls.	Bury Crusader	at the	end of turn. 3/2	
archild's War-Riders	SC	R .	00		Al

farchild's War-Kiders	20	K	0.0	Al
Iromole romogoe:	1 CII: Put n	survivor tok	cen into play under target	
annone, tumpage.	Treat this to	kan as a 1 /	1 red creature. 3/4.	
opponent s control.	Hear mis to	ken us u 1/	Tied dedicte. 3/4.	
/ertigo	INS	000	9	IA
No 2 damage to to	rnot flying cre	onture which	h loses flying this turn	

Veteran's Voice	EC	((ļ
Play on a creature		: Tap creature t	o give any other target	

Doscipiion						
Wall of Heat 2/6.	SC	(**	20	LG, CH	
Wall of Lava				000	IA	
* +1/+1 until end of Wall of Opposition	SC	U		300	LG, CH	
(D: +1/+0 until end of Wall of Stone	turn. 0/	6. U		000	L,U,R,4th,5th	
0/8. • Wheel of Fortune	SOR	R	*****	20	L.U.R	
All players must discard t	their han	ds a	nd draw s	even new car		
Wild Wurm When Wild Wurm comes	s into plo	y, fli				
Wild Wurm to owner's h Wildfire Emissary	and. 5/	4. U	*****	30	MG	
Protection from white. 4 Windseeker Centaur	D@:+	1/+	0 until en	d of turn. 2/4	4. BOOK	
Does not tap to attack.	2/2.				IG 4th 5th	

Vindseeker Centaur	SC	R	00	9	B00
Does not tap to attack.	2/2.	STA SE	Here II h		10 41 5
Winds of Change	SOR	K			LG,4th,51
All players must shuffle	their hand	s into their	libraries,	then draw	as many
cards as they originally	had.				
Winter Sky	SOR	R			1
the second	MC-1 Cl-	Acres and	Acres 6	to another	has and

Winter Sky	SOR R ••	9	HL
Flip a coin. If you win,	Winter Sky does on	e damage to each	creature and
player, Otherwise each	player draws a card	Mary Mary A	
Word of Blasting	INS U	0.0	IA,5th
Down toward well and do	V damage to the u	unll's controller w	hara V aquale

Word of Blasting		••	0.0	IA,5M
Bury target wall and do X	damage t	to the wall's	controller, w	here X equals
the casting cost of the wa	1.			
Ydwen Efreet	SCF		000	AN
Flip a coin when defending	g. If oppo	nent wins flip	p, opponent	may decide

Abbey Gargoyles	SC U	•••	2***	HL,
Abbey Gargoyles Flying. Protection from Abbey Matron	SC (2*	
*, ©: +0/+3 till e	nd of turn. 1/3	****	0*	

Akron Legionnaire SC R • 6 **
Of your non-artifact creatures, only Legionnaire may attack. 8/4.
Alabaster Dragon SC R • • 4 **





Nature's Revolt and **Humility:** With Nature's Revolt, all lands are 2/2 creatures. Humility knocks 'em down to 1/1 and takes away all their abilities. That means you-or your opponent-can't even tap 'em for mana. Knowing WotC, they'll probably errata this by the time you read it, but at least we thought of it first. About the only thing more humbling than this combo is a triple-Giant Growthed Ouphe taking down a Force of Nature.

Viashino Sandstalker SC. U ••• ① •• Unaffected by summoning sickness. At the end of any turn, return Sandstalker to owner's hand. 4/2.
Viashino Warrior SC. C •• ② •• MG 4/2.

Volcanic Dragon

Flying, Volcanic Dragon is unaffected by summoning sickness, 4/4.

Volcanic Geyser deals X damage to larget creature or player.

Volcanic Geyser deals X damage to larget creature or player.

Volcanic Geyser deals X damage to larget creature or player.

Volcanic Geyser deals X damage to larget creature or player.

Volcanic Geyser deals X damage to larget creature or player.

Volcanic Geyser deals X damage to larget creature via this hours of 5.

C experiments blocked by Wall may not artock next next next. 1/4.

Voll of Earth

SC C experiments of 1.4. MG TM LG,4th SC U •• D •• L,U,R,4th,5th Wall of Fire : +1/+0.0/5.

Flying. If Alabaster Dragon is put into any graveyard from play, shuffle Alabaster Dragon into its owner's library. 4/4.

Alabaster Potion INS C • LG, 4th Give target player X life or prevent X damage to any target.

Alarum INS C • D • LG, 4th Give target player X life or prevent X damage to any target.

Alarum INS C • D • LG, 4th Give target player X life or prevent X damage to any target.

Alms Remove the top card in your graveyard from the game: Prevent 1 damage to any creature. LG,4th,5th

Angelic Voices	EN	K	2**	LG, CH
Give all creatures +1/+ Angry Mob	l if you o	control only	white or artifac	t creatures. DK,4th,5th
Tromole During your tur	n. *=tote	al number o	f swamps all op	ponents control.
Otherwise, *=0. 2+*/2 Animate Wall	2+*. EC	R.		L.U.R.4th.5th
Target wall may now at	tack.	Limpa	delical re-	in a cook
Anoint Buyback 3. Prevent up	INS to 3 day	mone to on	* creature	TM
Archangel	SC	K	5**	VS
Flying. Attacking does to Arctic Foxes	not cause SC	Archangel	to tap. 5/5.	IA
If defender controls any	snow-cov	vered lands,	Arctic Foxes m	
blocked by any creature Ardent Militia	with pov	ver greater	than 1. 1/1.	WL
Attacking does not caus	e Ardent	Militia to ta	p. 2/5.	IA Cal
Arenson's Aura *: Sacrifice an enchan	EN tment to	destroy and	other enchantme	IA,5th
3 6 0: Counter an el Argivian Archaeologist	nchantme	ent as it is b		AQ
**, : Bring an art	ifact fron	n your grave	eyard to your ho	nd. 1/1.
Argivian Blacksmith •: Prevent 2 damage	SC to target	artifact crea	1 **	AQ
: Argivian Find	INS	•••	*	WL WI
Return target artifact or Armageddon	SOR		our graveyara t	L,U,R,4th,5th
Destroy all lands in play Armor of Faith	EC	(***	of the last of	IA.5th
Target creature gains + Armor Sliver	1/+1.	#: +0/+1.	of the same of	e chartery.
Armor Sliver	SC This creat	hire nets +(2 *	of turn " 2/2
Each Sliver gains "2: Armored Pegasus	SC	(ee	D*	TM
Flying. 1/2. Army of Allah	INS	(***	0**	AN
+2/+0 to all attacking	creature	s until end o		
Artifact Ward Target creature may no	t be block	ked by artifu	act creatures, co	annot be targetted
by artifacts, and takes	no dama	ge from arti	tocts.	
Aura of Silence Artifact and enchantme	nt spells	cost target	ppponent an ad	ditional 2 to
play. Sacrifice Aura of S	Silence: D	lestroy targe	et artifact or en	thantment.
Sacrifice an enchantme Auspicious Ancestor	nt: Aurat	og gets +2,	/+2 until end o	f turn. 1/2.
Auspicious Ancestor IfAncestor is put into yo				
Use only when a white	spell is s	uccessfully o	cast and only on	ce per spell. 2/3.
Avenging Angel Flying. If Avenging Ang	SC el is put i	into any ara	vevard from pla	TM ov, you may put
Avenging Angel on top	of owner	's library. 3	/3.	HL5th
Aysen Bureaucrats Tap target creature	SC with po	wer no grea	iter than 2. 1/	Services of the services of th
Aysen Crusader	SC	K	2**	HL
X equals number of he Aysen Highway	EN	R	3***	₩ HL
All white creatures gair Balance	s plainswi	alk.	. 0*	L,U,R,4th
All I am and Page				
All players must discord	enough	lands, card	s in hand, and	reatures so that
everyone has the same	number	as the play	s in hand, and over with the low	creatures so that est number of
everyone has the same lands, cards in hand, a Battle Cry	number nd creatu INS	as the play pres, respect	s in hand, and over with the low fively.	est number of IA
everyone has the same lands, cards in hand, a Battle Cry Untap all your white cr Beast Walkers	number nd creatu INS eatures.	as the play pres, respect U •• All blockers R •	s in hand, and over with the low fively.	est number of IA
everyone has the same lands, cards in hand, a Battle Cry Untap all your white or Beast Walkers Beast Walkers	INS eatures.	as the play pres, respect U •• All blockers R •	s in hand, and over with the low fively. 2 * get +0/+1 this	est number of IA s turn. HL
everyone has the same lands, cards in hand, a Battle Cry Untap all your white cr Beast Walkers Beast Walkers Banding until end Benalish Hero Bands, 1/1.	e number nd creatu INS eatures. SC of turn.	as the play pres, respect U •• All blockers R • 2/2.	s in hand, and over with the low fively. 2 * get +0/+1 this	s turn. HL L,U,R,4th,5th
everyone has the same lands, cards in hand, a Battle Cry Untop all your white or Beast Walkers • Banding until end Benalish Hero Bands. 1/1. Benalish Infantry	e number nd creatu INS eatures. SC of turn. SC SC	as the play pres, respect U •• All blockers R • 2/2.	s in hand, and over with the low fively. 2 * get +0/+1 this	est number of IA s turn. HL L,U,R,4th,5th WL
everyone has the same lands, cards in hand, a Battle Cry Untop all your white at Beast Walkers Banding until end Benalish Hero Bands 1/1. Benalish Infantry Banding, 1/3. Benalish Knight	e number nd creatu INS ecatures. SC of turn. 2 SC	as the play ures, respect U •• All blockers R • 2/2.	s in hand, and of er with the low fively. 2 * get +0/+1 this 2 *	sturn. IA L,U,R,4th,5th WL WL
everyone has the same lands, cards in hand, a Bartlle Cry Untop all your white or Beast Walkers • : Banding until end Benalish Hero Bandish Infantry Banding, 1/3. Benalish Knight First strike. You may p Benalish Missionary	e number nd creatu INS eatures. SC of turn. 1 SC	as the play ires, respect U •• All blockers R • 2/2. C •• C •• C •• It whenever C ••	s in hand, and of er with the low fively. 2 * get +0/+1 this 2 * you could play *	st turn. L,U,R,4th,5th WL on instant. 2/2. WL
everyone has the same lands, cards in hand, a Battle Cry Untop all your white ar Beast Walkers • Banding until end Benalish Hero Bandish Infrantry Banding, 1/3. Benalish Knight Bandish Missionary • Benalish Missionary • • • • • • • • • • • • • • • • • • •	e number nd creatu INS eatures. SC of turn. SC	as the play res, respect U •• All blockers R • 2/2.	s in hand, and or with the low invely. 2 * get +0/+1 this 2 * you could play and damage this	st number of IA IA LUR, 4th, 5th WL on instant. 2/2. WL turn. 1/1. MG
everyone has the same lands, cands in hand, a Bartle Cry Unitop all your white or Beast Walkers Bendish Hero Bands, 1/1. Bendish Infrantry Banding, 1/3. Bendish Kinght First strike, You may p Bendish Missionary Whenever a spell assi	e number nd creatu INS eatures. SC of turn. SC	as the play res, respect U •• All blockers R • 2/2.	s in hand, and or with the low invely. 2 * get +0/+1 this 2 * you could play and damage this	st number of IA IA LUR, 4th, 5th WL on instant. 2/2. WL turn. 1/1. MG
everyone has the same lands, cands in hand, a Bartle Cry Untop all your white or Beast Walkers — Banding until end Benalish Hero Bands, 1/1. Benalish Infrantry Banding, 1/3. Benalish Knight First strike. You may p Benalish Missionarry Whenever a spell assis Black Scarab Target creature gets +	e number nd creatures. INS reatures. SC of turn. SC SC SC SC SC SC scked creatures. SC cked creatures and school scked creatures. SC scked creatures and school scked creatures and school scho	as the play res, respect to the play respect to the	s in hand, and or with the low rively. 2 * get +0/+1 thi * * you could play * you could play * get * you could play * get *	st number of IA IA LU,R,4th,5th WL WL on instant. 2/2. WL turn. 1/1. MG Iby 1. 1/2. IA
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everyone has the same lands, cards in hand, a Battle Cry all your white at Untop all your white at Beast Walkers • Banding until end Benalish Hero Bands, 1/1. Benalish Infrantry Banding, 1/3. Benalish Knight First strike. You may p Benalish Missionary • • • Taget thole Benevolent Unicorn Whenever a spell assig Black Scards Target creature gets + Target creature Black Ward Target creature gains Blaze of Glory Target creature must b	e number of creatives. SC	cas the play rices, respect U •• All blockers R • 2/2. C •• All whenever C •• I •	s in hand, and er er with the low lively. # get +0/+1 the low lively with the low lively. # get +0/+1 the lively with the low lively with the lively with th	st number of IA LUR,4th,5th WL Unistant, 2/2. WL unistant, 1/1. M6 iby 1, 1/2. IA as any black cords. LUR,4th LU igible to block.
everyone has the same lands, cards in hand, a Battle Cry all your white at Untop all your white at Beast Walkers • Banding until end Benalish Hero Bands, 1/1. Benalish Infrantry Banding, 1/3. Benalish Knight First strike. You may p Benalish Missionary • • • Taget thole Benevolent Unicorn Whenever a spell assig Black Scards Target creature gets + Target creature Black Ward Target creature gains Blaze of Glory Target creature must b	number number nd crearful INS earlures. SC .	cas the play rives, respect	s in hand, and er er with the low lively. # get +0/+1 the low lively with the low lively. # get +0/+1 the lively with the low lively with the lively with th	st number of IA LU,R,4th,5th WL un instant: 2/2. WL urn. 1/1. IA by 1. 1/2. IA so any black cords. LU,R,4th LU igible to block.
everyone has the same lands, cards in hand, a Battle Cry all your white at Untop all your white at Beast Walkers • Banding until end Benalish Hero Bands, 1/1. Benalish Infrantry Banding, 1/3. Benalish Knight First strike. You may p Benalish Missionary • • • Taget thole Benevolent Unicorn Whenever a spell assig Black Scards Target creature gets + Target creature Black Ward Target creature gains Blaze of Glory Target creature must b	number number nd crearful INS earlures. SC .	cas the play rives, respect	s in hand, and er er with the low lively. get +0/+1 this way to do do and plants of the low lively on domoga the second of the low lively on demoga the low lively of the plants of the low lively l	st number of IA LU,R,4th,5th WL on instant: 2/2. WL turn. 1/1. MG Iby 1. 1/2. IA as any black cords. LU,R,4th LU,R,4th LU,R,4th
everyone has the same lands, cards in hand, a Battle Cry all your white at Untop all your white at Beast Walkers • Banding until end Benalish Hero Bands, 1/1. Benalish Infrantry Banding, 1/3. Benalish Knight First strike. You may p Benalish Missionary • • • Taget thole Benevolent Unicorn Whenever a spell assig Black Scards Target creature gets + Target creature Black Ward Target creature gains Blaze of Glory Target creature must b	number of creatures. SC of turn. 2 SC of turn. 3 SC of tur	as the play press, respect of the play press, respectively. The play press,	s in hand, and er er with the low lively. get +0/+1 this way to do do not perform to the low lively. a way to do do not perform to the low lively and low lively	st number of IA to turn. IA L,U,R,4th,5th WL an instant. 2/2. WL an instant. 1/1. MG I by 1. 1/2. IA as any black cords. L,U,R,4th L,U,R,4th L,U,R,4th MG IA,5th
everyone has the same lands, cards in hand, a Battle Cry all your white at Untop all your white at Beast Walkers • Banding until end Benalish Hero Bands, 1/1. Benalish Infrantry Banding, 1/3. Benalish Knight First strike. You may p Benalish Missionary • • • Taget thole Benevolent Unicorn Whenever a spell assig Black Scards Target creature gets + Target creature Black Ward Target creature gains Blaze of Glory Target creature must b	number of the control	as the play reverse respect to the play reverse respective respe	s in hand, and er er with the low lively. get +0/+1 this get +0/yet to do anoge this some services are the creatures. at it is legally el the domage.	st number of IA LU,R,4th,5th WL un instant. 2/2. WL urn. 1/1. MG by 1. 1/2. IA so any black cords. LU,R,4th LU,
everyone has the same lands, cards in hand, a Battle Cry all your white at Untop all your white at Beast Walkers • Banding until end Benalish Hero Bands, 1/1. Benalish Infrantry Banding, 1/3. Benalish Knight First strike. You may p Benalish Missionary • • • Taget thole Benevolent Unicorn Whenever a spell assig Black Scards Target creature gets + Target creature Black Ward Target creature gains Blaze of Glory Target creature must b	number of the control	as the play as the	s in hand, and er er with the low lively. get +0/+1 this get +0/yet to do anoge this some services are the creatures. at it is legally el the domage.	st number of IA LU,R,4th,5th WL un instant. 2/2. WL urn. 1/1. MG by 1. 1/2. IA so any black cords. LU,R,4th LU,
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everyone has the same lands, cards in hand, a Battle Cry all your white at Untop all your white at Beast Walkers • Banding until end Benalish Hero Bands, 1/1. Benalish Infrantry Banding, 1/3. Benalish Knight First strike. You may p Benalish Missionary • • • Taget thole Benevolent Unicorn Whenever a spell assig Black Scards Target creature gets + Target creature Black Ward Target creature gains Blaze of Glory Target creature must b	number of the control	as the play as the	s in hand, and er er with the low lively. get +0/+1 this get +0/+	st number of IA torn. IA L,U,R,4th,5th WL an instant. 2/2. turn. 1/1. MG if by 1. 1/2. IA as any black cards. L,U,R,4th L,U,R,4th L,U,R,4th MG IA,5th MG IA,
everyone has the same lands, cards in hand, a Battle Cry all your white at Untop all your white at Beast Walkers • Banding until end Benalish Hero Bands, 1/1. Benalish Infrantry Banding, 1/3. Benalish Knight First strike. You may p Benalish Missionary • • • Taget thole Benevolent Unicorn Whenever a spell assig Black Scards Target creature gets + Target creature Black Ward Target creature gains Blaze of Glory Target creature must b	number of creative links and creative links sections. SC of turn. 1 SC SC clear read scale	as the play as the	s in hand, and er er with the low lively. get +0/+1 this legally el the damage. at it is legally el the damage.	st number of IA LU,R,4th,5th WL an instant. 2/2. WL turn. 1/1. MG by 1. 1/2. IA as any black cords. LU,R,4th LU,R,4th MG IA,5th LU,R,4th
everyone has the same lands, cards in hand, a Battle Cry all your white at Untop all your white at Beast Walkers • Banding until end Benalish Hero Bands, 1/1. Benalish Infrantry Banding, 1/3. Benalish Knight First strike. You may p Benalish Missionary • • • Taget thole Benevolent Unicorn Whenever a spell assig Black Scards Target creature gets + Target creature Black Ward Target creature gains Blaze of Glory Target creature must b	number of creatives of the land of the	as the play as the	s in hand, and er er with the low lively. ger + 0/+1 this ger	to turn. IA L,U,R,4th,5th WL an instant. 2/2. WL an instant. 1/1. MG Iby 1. 1/2. IA as any black cords. L,U,R,4th L,U,R,4th MG IA,5th L,U,R,4th MG IA,5th LU,R,4th MG IA,5th LU,R,4th LU,R,4th MG IA,5th LU,R,4th LU,R,4th LU,R,4th MG IA,5th LU,R,4th
everyone has the same lands, cards in hand, a Battle Cry all your white at Untop all your white at Beast Walkers • Banding until end Benalish Hero Bands, 1/1. Benalish Infrantry Banding, 1/3. Benalish Knight First strike. You may p Benalish Missionary • • • Taget thole Benevolent Unicorn Whenever a spell assig Black Scards Target creature gets + Target creature Black Ward Target creature gains Blaze of Glory Target creature must b	number of the control	as the play as the	s in hand, and er er with the low lively. get +0/+1 this legally el et et domage. get tit is legally el et et domage. get and 2/2. get ontroller yend this get this get this legally el et et domage. get tit is legally el et	st number of IA to turn. IA L,U,R,4th,5th WL an instant. 2/2, WL turn. 1/1. MG If by 1. 1/2. IA as any black cards. L,U,R,4th L,U,R,4th MG IA,5th L,U,R,4th MG L,U,R,4th MG L,U,R,4th MG L,U,R,4th MG L,U,R,4th MG L,U,R,4th Sas any blue cards. L,U,R,4th DK, CH
everyone has the same lands, cards in hand, a Battle Cry all your white at Untop all your white at Beast Walkers • Banding until end Benalish Hero Bands, 1/1. Benalish Infrantry Banding, 1/3. Benalish Knight First strike. You may p Benalish Missionary • • • Taget thole Benevolent Unicorn Whenever a spell assig Black Scards Target creature gets + Target creature Black Ward Target creature gains Blaze of Glory Target creature must b	number of displayment of the block of the bl	as the play as the	s in hand, and er er with the low lively. get +0/+1 this get +0/+	st number of IA town. IA L,U,R,4th,5th WL an instant. 2/2. WL um. 1/1. MG Iby 1. 1/2. IA as any black cards. L,U,R,4th L,U,R,4th L,U,R,4th MG IA,5th L,U,R,4th NG IA,5th L,U,R,4th L,U,R,4th L,U,R,4th Sas any blue cards. L,U,R,4th IA,5th L,U,R,4th L,U,
everyone has the same lands, cards in hand, a Battle Cry all your white at Untop all your white at Beast Walkers • Banding until end Benalish Hero Bands, 1/1. Benalish Infrantry Banding, 1/3. Benalish Knight First strike. You may p Benalish Missionary • • • Taget thole Benevolent Unicorn Whenever a spell assig Black Scards Target creature gets + Target creature Black Ward Target creature gains Blaze of Glory Target creature must b	number and decentured in the control of the control	as the play as the	s in hand, and er er with the low lively. get +0/+1 this get +0/+	st number of IA LUR, 4th, 5th WL an instant: 2/2, WL an instant: 2/2, WL turn. 1/1. MG If by 1. 1/2. IA as any black cords. LUR, 4th LUR, 4th MG W, 5th LUR, 4th LUR, 4th As any blue cards. LUR, 4th Sth OK, CH Creatures to IA as any blue cards. LUR, 4th Sth OK, 4th, 5th OK, 4th, 5th Sth OK, 4th, 5th Sth OK, 4th, 5th Sth OK, 4th, 5th
everyone has the same lands, cands in hand, a Bartlle Cry Unitop all your white or Beast Walkers The Benalish Hero Benalish Hero Benalish Hero Benalish Histor Benalish Infantiry Benalish Infantiry Benalish Missionary Benalish Missionary Whenever a spell assist of the second of the	number of detection of the control o	as the play as the	s in hand, and er er with the low lively. get +0/+1 this get +0/+1 tits legally el the damage. at it is legally el the damage. at other lower to your youth player to creatures. at other lower to your to get the damage. at other lower to your to get the damage. at the damage this get the damage. at the damage this get the damage the damage. at the damage this get the damage	st number of IA LU,R,4th,5th WL an instant. 2/2, WL un. 1/1. MG Id by 1. 1/2. IA as any black cords. LU,R,4th MG IA,5th LU,R,4th MG IA,5th LU,R,4th MG IA,5th LU,R,4th Sth LU,R,4th Sth LU,R,4th IA as any blue cards. LU,R,4th Sth LU,R,4th Sth LU,R,4th Sth As any blue cards. LU,R,4th Sth As any blue cards. LU,R,4th Sth Sth LU,R,4th Sth Sth LU,R,4th Sth Sth LU,R,4th Sth Sth Sth Sth Sth Sth Sth Sth Sth S
everyone has the same lands, cands in hand, a Bartlle Cry Untop all your white cre Beast Walkers The Banding until end Benalish Hero Bands, 1/1. Benalish Infrantry Banding, 1/3. Benalish Kinght First strike, You may penalish Missionary Whenever a spell assist of the special strike. You may penalish Missionary Whenever a spell assist Black Scarab Target creature gets + Target creature gets + Target creature gets + Target creature gets + Black Scarab Target creature gians is Black of Control Black Ward Target creature gains is Black of Control Black Ward United the Martyn United and of turn, you yourself instead. Blue Scarab Target creature gets + Target creature gets + Target creature must be Blanking Spirit red Blan	number of detection of the behavior of the beh	as the play as the	s in hand, and er er with the low lively. get +0/+1 this get is reduced by the demands of the d	st number of IA town. IA LU,R,4th,5th WL an instant. 2/2. town. 1/1. MG If by 1. 1/2. IA as any black cards. LU,R,4th LU,R,4th MG IA,5th LU,R,4th MG IA,5th LU,R,4th AG IA as any blue cards. LU,R,4th AG Coards of that color all to Arms if at any an any other color. AN Exerts. 0/1. IA,5th
everyone has the same lands, cands in hand, a Bartlle Cry Unitop all your white or Beast Walkers The Benalish Hero Benalish Hero Benalish Hero Benalish Histor Benalish Infantiry Benalish Infantiry Benalish Missionary Benalish Missionary Whenever a spell assist of the second of the	number of detection of the control o	as the play as the	s in hand, and er er with the low lively. get +0/+1 this get +0/+	st number of IA town. IA LU,R,4th,5th WL an instant. 2/2. town. 1/1. MG If by 1. 1/2. IA as any black cards. LU,R,4th LU,R,4th MG IA,5th LU,R,4th MG IA,5th LU,R,4th AG IA as any blue cards. LU,R,4th AG Coards of that color all to Arms if at any an any other color. AN Exerts. 0/1. IA,5th

Looking for some high-powered weenies? There are a dozen one-casting cost critters with a power of two or greater. The not-so-high-powered cast includes Cinder Wall, Circling Vultures, Ghazban Ogre, Jackal Pupp, Kjeldoran Dead, Mogg Conscripts, Mtenda Lion, Orcish Conscripts, Phyrexian Dreadnought, Rogue Elephant, Savannah Lions and Straw Golem.

Kind CR Rating Cost

During your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out.

Repeat this process for artifacts and then for creatures.

Repeat has process to utilities of the first of cerebrours.

Firand of Duty INS (•••• •• ••

Put a Knight token into play. Treat as a 1/1 white bonding creature.

Ethereal Champion SC R ••• ••

Put a Knight Token into play, read as a 1-71 white containing vocations. Ethereal Champion S C R ••• 2 • 8 • 8 • Pay 1 life Prevent 1 damage to Ethereal Champion. 3/4. Exile INS R ••• 2 • Remove target non-white attacker from game. Gain life = toughness. Exorcist S C R ••• 1

⊕ , ⊕ Destroy target black creature. I / I.

Eye for an Eye

INS

R •••

AN, R, 4th, 5th

Do as much damage to controller of a creature, spell, or effect as said
creature, spell, or effect does to you.

Eye of Singularity

We R ••

When Eye comes into play, bury all permanents with the same name except
basic lands. Whenever any permanent other than a basic land comes into
play, bury any permanent already in play with same name.

Euron Euron Europe Research (E. R •

LUR.

Accordance Land (E. R •

LUR.

Tarmsread

Once per turn, during your upkeep, you may spend ** to gain 2 life.

Farrel's Mantle

EC U •• 2 * to gain 2 life.

Fit target creature attacks and is not blocked it may deal X + 2 damage to

any other creature where X is the power of the enchanted creature. rel's Zealot SC C •• • **

⊕ ★, ⊕: Destroy target black creature. 1/1.

Tap target land to counter a spell that destroys your land.

Sets Found

16

VS

Al

MG

Al

DK

Name

Description

Favorable Destiny EC U *** 0* As long as you control at least one other creature, enchanted creature cannot be target of spells or effects. If creature is white it gets +1/+2. Fermeref Healer SC C ••• M6 The Prevent 1 damage to any creature or player. 1/1 Femeref Knight Flanking. *: Attacking does not cause Knight to tap this turn. 2/2. neref Scouts MG Festival DK Opponent may not attack this turn. Play during opponent's upkeep.
Field of Souls

EN R ••• ② ** Fire and Brimstone WL Give target creature banding until end of turn. Cantrip.

EE Enchant Enchant EL Enchant Land EN Enchantment

CU Cumulative Upkee
EA Enchant Artifact
EC Enchant Creature

EW Enchant World INS Instant INT Interrupt

For each card in your hand, gain 2 life.
ph of Life INS C no combat damage this turn. Great Defender IN no combat damage this turn.
of Defender

Give target +0/+X until end of turn, where X is the creature's cost.
of Wall

EN U • 2 ** Great Wall Creatures with plainswalk may be blocked.
eater Realm of Preservation EN U Prevent 1 damage to any target. Carting.

No. 4 Advisors and the target of spells or abilities.

Hazdufr the Abbot SC R S S Avanage don't to a white creature you control. 2/5.

Healing Solve LUR.4ft, MS LUR.4ft Healing Salve INS Going 3 life, or prevent up to 3 damage. Thomas the color of one or more creatures to white until end of turn.

Thomas the color of one or more creatures to white until end of turn.

Solitists deals 2 damage to traget attacking or blocking creature. 2/3.

South tum. Attacker may pay ② ③ so an attacker may deal damage normally.
of s Resolve EC C • • • • •
Enchanted creature gets +1/+5.
parion C U • • • • U .. IA,5th rupparion
Cannor block creatures with power 3 or greater unless you pay ① /3.
Holy Armor
Logget creature gains +0/+2 ** +0/+1.
Holy Day
HS C ** LORATH Creatures attack and block as normal but deal no damage. DK nility
Each creature loses all abilities and is a 1/1 creature.

SC (•• ** FF FE (cotion Lieutenand and property of the state of the stat FF FE,5th tion Priesf

\$\(\text{U} \cdots \\ \text{Moke target creature} \cdots \\ \text{I} \\ \text{U} \cdots \\ \te FE FE.5th unfil end of turn. 1/1.

SOR R ••• 5 *

Put 4 Citizen tokens, which are 1/1 white creatures, in play.

mination INT U ••• That snall's creature. munation
Counter target artifact or enchantment spell. That spell's caster gains an amount of file equal to the spell's casting cost.

RS C **
Reduce to 0 all domana sheet be:

Carrier Blancas CO	, ,			Al
Carrier Pigeons SI Flying, Cantrip. 1/1.			*	Al
Castle	N U		3 * L,U,R,4th	,5th
Your untapped creatures gain Celestial Dawn	n +0/+	2. Attackers	don't get this bonus.	MG
All non-land cards you own t	hat are i	not in play a	re white. All non-land pe	H-
manents you control are whi	ite. All la	ands you con	trol are plains. All colore	d
mana symbols on all of thes Circle of Protection: Artifacts E			ents are *. AQ,4th	5th
2: Prevent all damage aga				,3111
Circle of Protection: Black Fl	N C	***	B II R 4TH IA 5th	h,TM
(I): Prevent all damage to y Circle of Protection: Blue	ou from	one black s	ource.	TH
Gircle of Protection: Blue El	ou from	one blue so	⊕ ¥ LU,R,4TH,IA,5t urce.	II,IM
Circle of Protection: Green El	N C	***	■ * LUR4THJA5t	h,TM
Prevent all damage to y	ou from	one green s	ource.	. 711
Gircle of Protection: Red El	N (one red cou	⊕ ★ LU,R,4TH,IA,5t *** *** *** *** ** ** ** ** ** ** **	n,IM
Circle of Protection: Shadow El	N C		0*	TM
: Prevent all damage to y	ou from			. 711
Circle of Protection: White El			⊕ ★ L,U,R,4TH,IA,5t	n,IM
Civic Guildmage S	((***	*	MG
. Target creatures ge				get
creature you control on top of Cleanse	of owner	s library. I	2**	LG
Destroy all black creatures in				
Cleansing	OR R		***	DK
All lands are destroyed. Any Clergy en-Vec S	one may	per I lite p	er land they wish to sav	e. TM
D: Prevent 1 damage to a				ım
Clergy of the Holy Nimbus S	((*	LG
If killed, Clergy regenerate u	inless of	pponent pays	51.1/1.	TH
Cloudchaser Eagle S Flying, When Cloudchaser E			, destroy target	TM
enchantment, 2/2.				1
Cold Snap	N U		2 *	IA
CU: 2. During each player' player for each snow-covere			oues I duringe to that	
Combat Medic S	((***	0*	FE
*: Prevent 1 damage to	o a play	er or creature	e. 0/2.	1.11
Consecrate Land Target land is immune from		rts that would	d doctroy it	L,U
	N L		2 * * L.U.R	4th
All mountains are now plain	s. You n	nust pay *	* during upkeep.	
))	**	0*	IA
Target creature gains bandir Crusade	N R	****	** L,U,R,4th	5th
All white creatures gain +1	/+1.		- L,O,N, 111	MATE.
Damping Field	N L		2*	AQ
No one may untap more the Daraja Griffin			his untap phase.	VS
Flying. Sacrifice Daraja Griff				*3
D'Avenant Archer	56 (**	2 * LG,CH	1,5th
Dazzling Reguty	ing or bl		ure. 1/2.	MG
Dazzling Beauty Target unblocked creature				mu
Death Speakers	SC 1		* H	,5th
Protection from black. 1/1.	NS (I II D Ash II	Sth
		100	* L,U,R,4th,1/	1,5111
Regenerates target creature Debt of Loyalty	NS R	***	0**	WL
Regenerate target creature.	Gain co	ntrol of that		HC.
Disempower Put target artifact or enchar	NS (ner's library	MG
	NS (10 * LU,R,4th,IA,MG,5	th,TM
Destroy target enchantment				10
Divine Intervention Put 2 counters on Divine Int	terventio		6 * *	LG
upkeep. When both are ren	noved, g	ame ends in	a draw.	
Divine Offering	NS (****	■ # IG MO	5,5th
Destroy target artifact, gain Divine Retribution	ing life 6	equaling cast	ing cost of artifact.	MG
Do 1 damage to target atta				mu
Divine Transformation	1		2** LG,41	h,5th
Give target creature +3/+3	-N		0**	IA
During your upkeep, pay * that has * as part of its co	* or o	destroy Droug	ght. In order to cast a sp	
that has 👁 as part of its co	asting co	ost or use an	ability that requires .	the
player must sacrifice a swar Duskrider Falcon	mp for e	oun se in th	e spell or effect.	WL
Flying, protection from blac	k. 1/1.	1		
Dust to Dust	SOR I	J •••	0 ** D	K,5th
Remove any two target arti Ektundu Griffin	itacts tro		3*	MG
	32		*** U	6,4th
Trample. Cannot attack unti Elite Javelineer	il it has l	been assigne	ed to block. 5/5.	TM
If Javelineer blocks, it deals	1 dame			2.
Elvish Healer	50 (***	2*	IA
Prevent 1 damage to a Empyrial Armor	target of			2 WL
Creature gets +X/+X, when				H.C.
Enchanted Being		•	1 * *	10
Takes no combat damage f	50 (LG
	rom end	hanted creat	ures. 2/2.	
Enduring Renewal	rom end	hanted creat	ures. 2/2.	IA
Enduring Renewal Play with your hand face up creature goes to your grave	rom end EN F p. If you yard from	hanted creat a draw a cre m play, retur	oures. 2/2. 2 * * eature discard it. When	IA o
Enduring Renewal Play with your hand face up creature goes to your grave Energy Storm	rom end EN f p. If you yard from	hanted creat a draw a cre m play, retur	rures. 2/2. 2 * * cature discard it. When a m it to your hand.	IA IA
Enduring Renewal Play with your hand face up creature goes to your grave Energy Storm CU: D. Damage done by in	rom end EN F p. If you yard from EN F instants,	hanted creat R a draw a cre m play, retur R interrupts, a	ures. 2/2. 2 * * eature discard it. When in it to your hand. 1 * nd sorceries is reduced to	IA IA
Enduring Renewal Play with your hand face up creature goes to your grave Energy Storm (U: 4b. Damage done by in Flying creatures do not unto Enlightened Tutor	rom end EN F p. If you yard from EN F instants, ap during NS (hanted creat a draw a cre m play, retur interrupts, a their contro	ures. 2/2. 2 * * eature discard it. When in it to your hand. 1 * nd sorceries is reduced to the service of th	IA IA IO O. MG
Enduring Renewal Play with your hand face u creature goes to your grave Energy Storm (U: 10: Damage done by it Flying creatures do not unt Enlightened Tutor Search your library for an an	rom end EN F D. If you EN F Instants, ap during NS Critifact or	hanted creat a draw a cre m play, retur interrupts, a their contro enchantmer	ures. 2/2. ** enture discard it. When it it to your hand. ** nd sorceries is reduced to like it in the interval in the inter	IA IA IO O. MG
Enduring Renewal Play with your hand face up creature goes to your grave Energy Storm (U: 4b. Damage done by in Flying creatures do not unto Enlightened Tutor	rom end EN F D. If you EN F Instants, ap during NS Critifact or	hanted creat a draw a cre m play, retur interrupts, a their contro enchantmer	ures. 2/2. ** enture discard it. When it it to your hand. ** nd sorceries is reduced to like it in the interval in the inter	IA IA IO O. MG

Kind CR Rating Cost

Description

Sets Found

Name

Description

AC Artifact Creature CR Current Rarity

LL Legendary Land MS Mana Source

SC Summon Creature
SL Summon Legend
SOR Sorcery

AN

TM

5

4

. .

2

4

players g u i d e

Name Description	Kind	CR	Rating	Cost	Sets Found
Inheritance	EN	U	••	*	Al
3: Draw a card. Us					
from play, and only of Inner Sanctum	EN	R		0**	WL
CU: 2 life. All damag	e deal to a		es you co	ontrol is redu	red to 0.
Buyback 3. Preven	t all damag		you from	one source.	"
Iron Tusk Elephant	SC	U	••	0*	MG
Tremple. 3/3.		4		Name of the	

If you decline one card during your draw phase, only flying or islandwalking creatures may attack you until your next turn. Victorian No. C → ★ M.C.

Choose one—all creature get -2/-0 until end of turn; or prevent one darm-

Choose one—an creature get -2/-0 unit end of run, or prevent one domoge to any centure or player, or top target creature.

Ivory Gargoyle

St.

###

If Gaggyle is put into the graveyard from play, put it into play under
owner's control of end of turn and skip your next draw phase. ##:

Remove Gargoyle from the game. 2/2.

Ivory Gourdians

16,CH,5th Protection from red, All Guardians are +1/+1 if apponent controls any red cards, 3/3.

Jaban's Influence INS R

arr's Intluence INS
Play only after combat. Gain control of target non-artifact creature that attacked you this turn and put a -0/-1 counter on it. *, • Target creature cannot block this turn. 3/1.

Jihad FN R • • • ** td

EN R

+2/+1 to white creatures while chosen color of opponent's is in play.

+2/+1 to white creatures while chosen cotor of opponent's is in play.

Discard Jihad if no coats of that color are in play.

Juniper Order Advocate S U •• 2 * | Al

If Advocate is untapped, all your green creatures get •1/+1.1/2.

Justice Vou must pay •• during upkeep. When a red spell or creature deals damage, Justice deals the same damage to the effect's controller.

Karma EN U •• 2 * LUR, 4t, 5th

During each player's upkeep, he takes 1 damage for each swamp he controls.

Keepers of the farith SC C •• 1 * * (I, C, H)

2/3.

Kelsinko Ranger SC C •• 1 * (I, C, H)

** One green reacture opins first trike until end of hum 1/1

All of target opponent's creatures, lands and artifacts enter play tapped.

Bonding. 2/5.

| Seed or a load of the property of the proper

Reider an Royal Gourd instead, 2/5.
Kjeldoran Royal Gourd instead, 2/5.
Kjeldoran Skycaptain S.C. U ••• Flying, bonding, first strike, 2/2.
Kjeldoran Skyknight S.C. C ••• 2 ••
Flying, bonding, first strike, 1/1.
Kjeldoran Warrior S.C. C ••• (*** 2* IΔ IΔ Kjeldórian Warrier
Banding, 1/1.
Knight of Dawn
First strike. Knight of Dawn gains protection from the color of your choice

DK Protection from red, banding. 2/2. Lance EC U •• *
Target creature gains first strike.
• Land Tax EN R ••••• L,U,R IG 4th

Lightning Blow

INS R

Give target creature first strike until end of turn. Contrip.

Langbow Archer

First strike. Langbow Archer can block creatures with flying, 2/2.

The county the number of the num IA VS Marble Titan SC R ◆ ③★
Creatures with power 3 or greater do not untap during their controllers' TM WI

First strike. *: Top target creature blocking Master of Arms. 2/2.
esse Spirit SC U ••• 3 ** MG Flying. Protection from black. 3/3. HL5th L.U.R.4th,5th

Mistimoon Griffin from the game, when you groveyord into play, 2/2. EN R Northlying creatures cannot ottock. Moorish Cavalry Trample. 3/3. INS 0** DK 4th Give all attacking creatures +1/+1 until end of turn.
unted Archers SC C ••• 3*

Mounted Archers unted Archers SC C •••
Mounted Archers can block creatures with flying. *: Mounted Archers can block an additional creature this turn. 2/3.

Order of the White Shield SC U •••• **
Protection from block. **:+1/+0. *: First Strike. 2/1.

Orim. Samite Healer SL R •••• ** IA.5th Orim, Samite Healer counts as a Cleric. TM Orim, Samite heurer concreature or player. 1/3. TAA i Vultures SC U • 1 *
Flying. After a turn in which a creature died, add a counter to Vultures.
Remove 2 counters to make Vultures +1/+1 until end of turn. 1/1. LG,4th Pacifism EC C •••• M6, TM Enhanted creature cannot attack or block.

Parapet V ••• W ••• W •• V ••• V FC **** ** Peocakeeper SC R *** WI.
During upkeep, poy d ** or buy Keeper. Certures cannot attack. 1/1.
Pearl Dragon Flyag. *: +0/+1. 4/4.
Pearled Unicorn SC C * U.V.R.4th,5th

2/2.

2/2.
Pegasus Refuge

© Choose and discard a card: Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying.

Descend Incurration

SC R

WHATSh

Descend Incurration to himself Owner may redirect any amount of damage done to Incarnation instead. If Incarnation dies, its owner loses half his life (round up). 6/6 a Sphinx

SC R • 2***

a Sphinx SC R •• ** LG, CH

Target player names a card and then turns over the top card in his library. If the guess matches the card, the player draws the card; otherwise, Petra Sphinx it goes to the graveyard. 3/4.
y INS C • **

Pikemen SC C ●● DK.4th,5th
Bonding, first strike. 1/1.
Preacher
Goin control of an opponent's creature of his choice. If Preocher untops
or leaves play, you lose control of the creature. 1/1.
Presence of the Master EN U ● S ■ LG

Presence of the Master N U • 3 * LG
Counter all enchantments as they are being cast.

Trismatic Girde • MS C • 2 * MG
CU: ①. Choose a color. ①: Prevent all damage to you from a source of the

Prismatic Ward EC 0* small: Word EC. (•• U.\$.

Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0. phecy SOR C •• *

phecy SOR C • Reveal the top card of opponent's library to all players. If it is a land, gain one life. That opponent then shuffles his library. Cantrip. LU.R.4th



Fool's Tome and Land's Edge: Who is more foolish...the fool or the fool who follows him? How about the moron who's got a Fool's Tome and a handful of cards he can't cast? If you want to keep your edge, try Land's Edge. When you want to use the Tome, just ditch your hand! Now who's the fool? Wait, don't answer that!

Mtenda Griffin SC U ••• MG
Flying, ••, ••: Return Mtenda Griffin to owner's hand and return target griffin in your greyard to your hand. Use only during your upkeep. 2/2.
Mtenda Herder SC C •• MG Flanking, 1/1.
Noble Elephant Flonking, 1/1.

Noble Elephon! SC C ••• S*

Bondong, Trample, 2/2.

Noble Steeds

Steed: C ••• S*

Noble Steeds

Strike until end of hum.

Northern Palodin SC R ••• S*

Steed: C ••• Steeds of the strike until end of hum.

Northern Palodin SC R ••• S*

Steed: C ••• Steeds of the strike until end of hum.

Northern Palodin SC R ••• S*

Steed: C ••• Steeds of the strike until end of hum.

Northern Palodin SC R ••• S*

Steed: C ••• Steeds of the strike until end of hum.

Northern Palodin SC R ••• S*

Steed: C ••• Steeds of the strike until end of hum.

Northern Palodin SC R ••• S*

Steed: C ••• Steeds of the strike until end of hum.

Northern Palodin SC R ••• S*

Steed: C ••• Steeds of the strike until end of hum. MG Al LU,R,4th

Outcening Licia anto target ceature. You pay \$\in\$ to enthis effect. 1/1.

**All blocking creatures gain +1/+1 until end of turn.

**Rapid Fire \$\frac{1}{2}\$\$ \$\in\$ \$\ Target creature cannot be locked by red creatures.

Red Ward

Target creature gains protection from red.

Reinforcements

INS (••• ** Put up to three target creature cards from you graveyard on top of your library in any order

Relic Ward Prevent up to 5 damage to any numbers of creatures and/or players.

Roturn all enchantments INS

Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's achontments on artockiers.

Repetinal in Enchantments on artockiers.

Repetinate Blacksmith

SC

AN,CH,5th

Portaction from ted 1/2 TM Protection from red. 1/2. Protection from red. 1/2.

Reprisol

Bory target creature with power four or greater.

Resistance Fighter

SC

Soutifie: I anget creature deals no combat damage this turn. 1/1.

Resurrection

SOR U

Resurrection

Take a creature from your growyed and put if identify into play.

Retribution of the Meek SOR R

Review of creature with power at a creature. VS VS Kelfribution or the Meek SUK K •• Bury all credutes with power 4 or greater.

Revered Unicorn SC U •• Bury Clare Country School Cut. •• Bury Clare Reversed Unicom's lost poid cuminative upone, Z/S.

Reverse Dimage NS R •••• LIJR,4ft,5ft
All damage from any one source is instead added to your life total.

Reverse Polarity
All damage you have taken from all artifacts this turn is retroactively added to your life total instead.

FN C ••• D • VS to your life total instead.

Neous Aura

Pay 2 life: Prevent all damage to you from any one source.

Neous Avengers

SC U

** Righte tognicous auri

Proy 2 lite: Prevent all damage to you from any one source.

Rightheous Avengers

Painswell, 3/1.

Righteousness

Inget defending creature gets +7/+1 until end of turn.

Et (•• ② ★ LUR, 4th, 5th

Target defending creature gets +7/+2 until end of turn.

Et (•• ② ★ MG

Ernchanted creature gets +9/+2. Contrip.

EN R • ② ★ All

CU: ★ Whenever a swamp, mountain, block permanent, or red permanent becomes tapped, its controller takes 1 damage.

Royal Berces

Royal Berchanter a swamp, mountain, block permanent, or red permanent becomes tapped, its controller takes 1 damage.

Royal Herbalist

Sc (• ③ ★ Remove top card of you library from game to gain one life. 1/1.

All Sthemester and from put a +0/+1 counter on that creature for each damage prevented.

Scared Board

Frevent up to 3 damage dealt to traget creature. At end of turn put a +0/+1 counter on that creature for each damage prevented.

Scared Board

Frevent up to 3 damage dealt to traget creature. At end of turn put a +0/+1 counter on that creature for each damage prevented.

Scared Board

Frevent up to 3 damage dealt to traget creature. At end of turn put a +0/+1 counter on that creature for each damage prevented.

The state of the state of the state of the state of turn put a +0/+1 counter on that creature for each damage prevented.

The state of the from the game. 1/1.

Sorred Mesa

EN R

MG

During your upkeep spacifice a Pegasus or bury Socred Mesa.

Fegasus token into play. Teet this token as a 1/1 white flying creature.

Sefeguard

TM

TM

Somite Alchemist

Feyrevent 4 damage to a creature you conthol. Tag the creature.

The Committed Comm Scars of the Veteran Seeker Secretary of the plant cards of you library from the game to prevent all domange to you from one source. I/3.

Seeker E. C. ■ ■ I.6,4th I.6,4t Shield Wall
Give all your creatures +0/+2 until end of furm.

Sidar Jabari
Flanking, If Sidar attracks, top a creature defender controls. 2/2.

M. Sidar Sidar Sidar attracks, top a creature defender controls. 2/2.

M. Sidar Sidar attracks, top a creature defender controls. 2/2.

M. Sidar Jobari

M. Sidar attracks, top a creature defender controls. 2/2.

M. Sidar Jobari

M. Sidar Sidar attracks, top a creature defender controls. 2/2.

M. Sidar Jobari
M. Sidar Banding. 0/3. Shield Wall

Soltari Crusader
Shadow. **: Soltari Crusader gets +1/+0 until end of turn. 2/1.
Soltari Emissary
Soltari Emissary gains shadow until end of turn. 2/1.
Soltari Foot Soldier
Soltari Foot Soldier
Soltari Foot Soldier TM Soltari Foot Soldier Shadow. 1/1. TM Soltari Lancer 0* Shadow. First strike when attacking. 2/2.
Soltari Monk
SC U ** TM Protection from black; shadow. 2/1 TM Protection from red; shadow. 2/1. Protection from rec, snoow. ∠/1.

Soltari Trooper

Schodow. If Soltari Trooper St. C • ★ ★
Soraya the Foltoner

St. R • ★ ★

All foltons get +1/+1. ◆ * * * Touget folton gains bonding. 2/2.

Soul Echo

EN R • ★ ★ All folcons get +1/+1.

■ ** Target folcon gains banding. 2/2.

Soul Echo
Put X counters on Soul Echo. At beginning of your upkeep if there are no
counters on Soul Echo bury it. Otherwise, target opponent may choose that
for each 1 damage death to you until you next upkeep, you instead remove
1 counter. You do not lose the game as a result of hoving less than 1 life.

Soul Shepherd
W, Remove a creature in your groveyard from the game: Gain 1 life. 2/1.

Southern Polladin

SC

*** ** Destryo traget red permanent. 3/

Spectral Guardian is untapped, non-creature artifacts cannot be
the target of spells or effects. 2/3.

Spirit Link

EC

*** **

L6,4th,5th
Gain 1 life for every point of damage done by target creature. Spirit Unix

Goin 1 life for every point of domage done by target creature.

Spirit Mirror

During your upkeep, if there are no Reflection tokens in play, put a
Reflection token into play. Treat this token as a 2/2 white creature. 0:

Destroy target Reflection.

Paritual Sanctuary

EN

R

R

Any player controlling plains tokes 1 life during his upkeep.

Squire

Squire

Squire Squire
1/2.
Staunch Defenders SC U ••• 3 **
When Stounch Defenders comes into play, gain 4 life. 3/4. DK



When target spell is successfully case put X delay counters on it. X canno be 0.

During each upkeep of that spell's caster, remove a delay counter from the spell. If the spell has no delay counters on it, it resolves.

There are 22 spells that can counter your opponent's spells, including the ultra-confusing counterspell Ertai's Meddling (which, as near as we can tell, effectively counters most non-permanents). Of those 22, only five are non-blue and only eight can reliably counter a spell with no

Sun Clasp
Enchanted creature gets +1/+3. **: Return creature to owner's hand.

Surneeb
Frying. Cannot bock creatures with power 2 or less. 5/6.

Sustaining Spirit
Cl. ***

Any damage that would reduce your life total to less than one instead reduces it to one. 0/5.

Swords to Plowshares
NS U ***

LU,R,4th,IA
Remove target creature from gome. Creature's controller gains life points equal to the creature's younger creature blocking or being blocked by Sworn Defender, minus 1, until end of turn. Change toughness to one plus the power of that creature, until end of turn. 1/3.

Talon Silver
All Silvers gain first strike. 1/1.

Tarriff

SOR R ***

WL
Each player chooses a creature with the highest assting cost he controls, and pays mana equal to that creature's casting cost or buries the creature.

EL Enchant Enchant

strings attached.

CV Comulative Upkee
EA Enchant Artifact
EC Enchant Creature

Teferi's Honor Guard SC Flanking. 6: Phase out. 2/2. Teremko Griffin SC Bonding, Flying. 2/2. Thunder Spirit SC 3* MG Flying, first strike. 2/2. 0** 16 Trade Caravan

SC

During your upkeep, put a counter on Trade Caravan. ©: Remove 2
counters from Trade Caravan to untop a basic land. Use only during
opponent's upkeep, I/I

Truce

End player may draw up to two cards. For each card less than two the
lower draws, player gets 2 life.

Tundra Wolves

First strike. 1/1.

Unlikely Alliance EN *: Target non-attacking, non-blocking creature gets +0/+2.
Unyaro Griffin SC U •• 3 ** Unyaro Griffic Unyaro Griffin: Counter target red spell that assigns damage to you or a creature you conhol. 2/2.

Veteran Bodyguard SC R *** LU.R

Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.

Vigiliant Marity* SC U *** Scarlike Marity: Counter a target spell that targets an enchantment in play. 1/1.

Visitors SC U *** SC U *** LG,4th

Counter Reserves SC U *** WL

Bounding, Clt. 4b. 2/4.

Wall of Calfrops SC C *** LG.

If Wall of Calfrops SC C *** LG.

If Wall of Calfrops SC C *** LG.

If Wall of Calfrops SC C *** LG.

If Wall of Calfrops SC C *** LG.

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If Wall of Calfrops SC C *** LG.

If Wall of Calfrops SC C *** LG.

If Wall of Calfrops SC C *** LG.

If Wall of Calfrops SC C *** LG.

If Wall of Calfrops SLOCK with other walls, it agains banding, 2/1. Wall of Calfrops SC C OF If Wall of Calfrops blocks with other walls, it gains banding. 2/1.

Protection from block.1/5.

Wall of Resistance SC OF OF If Wall of Wall of Resistance SC OF OF If Wall of Wall of Resistance SC OF OF If Wall of Wall of Wall of Wall of Wall of Resistance SC OF OF If Wall of W LG Wall of Resistance
Flying, At the end of any turn in which Wall of Resistance is dealt damage,
put a +0/1-l counter on it. 0/3.

Wall of Swords
Flying, 3/5.

Ward of Lights
You may play Ward of Lights as an instant; if you do, bury it at end of hum.
Enchanted credute gains protection from a color of your choice.

War Elephant
Rands: Turnello 2/2 Bands, trample. 2/2. borns, rampie. 2/2.

Timth EN U ••• ①*

Whenever target opponent successfully casts a red spell, gain 2 life.

Ting INS C ** TM Target attacking creature does no damage in combat this turn. Warrier's Honor INS 2

All creatures you control get +1/+1 until end of turn.
White Knight SC U ••• LU,R,4th
Protection from black, first strike, 2/2.
White Scarab IC U ••• LU,R,4th
Target creature gets +2/+2 as long as any other player has any white
conts. Target creature cannot be blocked by white creatures.

I larget creature gains protection from white.

I larget creature gains protection from white.

I gright is strike, 2 +2/+2 as long as any other player has any white
control to the scarable strike in the scarable st L,U,R,4th,5th LU.R.4th Destroy all ceatures with no emmanage to be regenerated this turn.

th Houtter

\$\phi\$ to 30 1 damage to target player. \$\pm\$ **, \$\phi\$: Return target creature opponent controls to owner's hand. \$1/1\$.

NS U **

Buybock @. Socrifice a creature. Gain life equal to the creature's tought with of God

NS R ***

LUR4th Destroy all creatures with no enchantments on them. Those creatures cannot TAA uth of God
Bory all creatures in play.

INS R •••• **

Ingred creatures defending player controls gets +3/+t until end of turn. That creature most block up to three creatures this turn.

allivin Commander SC U ••• **

Floriking. **

Ingred Knight gets +1/+t until end of turn. 2/2.

R ••• **

Indivin Crusader SC U •• **

R ••• **

Indivin Crusader SC U •• **

R ••• **

Indivin Crusader SC U •• **

R ••• **

Indivin Crusader SC U •• **

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R ••• **

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R ••• **

Indivin Crusader SC U •• **

R ••• **

Indivin Crusader SC U •• **

R ••• **

Indivin Crusader SC U •• **

Indivin Crusader SC Homming, ### Kearenct 1 domage from Znothinn Crusouer to Creature or player, 2/2.

Zhalfirin Knight ##: First Strike until end of turn, 2/2.

Zubert, Golden Feether St. R **

Flying, Counts as a Griffin, All other Griffins get +1/+1, 3/3. MG

P

2

Adarkar Wastes Adarkar Wastes Adarkar Wastes Ada to your mana pool of the 1 damage. Ada to your mana pool of the 1 damage. Adventurer's Guildhouse All your green legends may band with other legends. An-Idavar Township All R Add I coloriess mana to your pool. Add the your pool. Add to your pool. Add to your pool. Add the your pool. Add the your pool. Add the your pool. Add the your pool. Arena You and opponent choose a creeture. Both creatures are tapped and deal their power in damage to one another. Aysan Abbey LAN U Aysan Abbey LAN U Aysan Abbey LAN U Aysan Abbey Add 1 coloriess mana to pool. Ay Add 4 to your pool. Aysan Abbey Add 1 coloriess mana to pool. Ay Add 4 to your pool.

EW Enchant World

INS Instant

LL Legendary Land

NS Mana Source

SC Summon Creature SL Summon Legend SOR Sorcery



Description



5

1

5

U

5

layers g u i d e

Kind CR Rating IAN R *****

River

Add or to your mana pool. Counts as a Mountain and a Swa

take 1 damage. Add to your mana pool and take 1 damage.

Caldera Lake

LAN R

Comes into play tapped. A: Add one colorless mana to your mana pool.

Comes into play tapped. ◆ Add one colorless mann to your mana pool.

♣ Add ● or ◆ to your mann pool. Caldera Lake deals 1 damage to you.

LAN R • ★ Add ■ or ★ Add one to your pool.

♣ Add □ colorless mann to your pool.

♣ Add • to your pool.

LAN U • LG

All your white legends may band with other legends.

TM.

♣ Add one colorless mann to your mann pool. ◆ Add ◆ or ◆ to your pool.

■ Add one colorless mann to your mann pool. ◆ Add ◆ or ◆ to your pool.

■ Add one colorless mann to your mann pool. ◆ Add ◆ or ◆ to your pool.

And one cooness man to your mana pool. •• And one of the young no pool. Given Marsh does not untop during your next untop phase.

City of Brass

LAN R ••••

AN, CH, 5th

AN, CH, 5th

AN, CH, 5th

City of Shadows

LAN R ••

Remove one of your creatures from the game and put a counter on City of Shadows.

Chadows

Chadows

AN CH, 5th

AN, CH, 5th

Chadows

Chadow

the number of counters on City of Shadows.

A stoll

LAN U •• VS

Comes into play tapped. When Atoll comes into play, return an untapped island

Consist into pay rapped. When Add comes into pay, return an unrapped son you control to your hand or bury Atol. ⊕ Add 1 € to your mana pool. Crystal Vein ↓ Add 1 € to your mana pool. ⊕, Socrifice: Add ② to your mana pool. Desert ↓ AN ↓ ◆ ♠

. Add 1 to your mana pool. : Do 1 damage to any attacking creature

unipped modificially occurring to owner's fault or duty bothham vaccion.

AN AC # **D your mana pool former Hold

LN R **

Example representation of the property of the prope

Dwarven Ruins: Add to your mana pool.

Ebon Stronghold

LAN U Comes into play tapped. The Add to your mana pool. A Sacrifice Ebon

Comes into play tapped. So, Ada So to your mana pool. Stranghold: Add So to your mana pool.

Elephant Graveyard

Al Add So to your mana pool. So: Regenerate an Elephant or Mammonh.

Leverglades

Comes into play tapped. When Everglades comes into play, return an

Flood Plain

Forest

\$\instrumentum{\text{\$\tex{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\

◆: Add one colorless mana to your mana pool.

○: Return Ghost Town to owner's hand. Use this ability only during another player's turn.

owner's hand. Use this ability only during another player's turn.

Glead Chasm

LAN U ••

CU: 2 life. Scarifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.

Gresslands

Comes into play tapped. •

Scarifice Grasslands: Search your library for a forest or plains. Put that land into play.

Griffin Conyon

LAN R •

Scarifice Grasslands: Search your library for a forest or plains. Put that land into play.

VS

Ald one colorless mann to your mann pool. •

Untap traiget Griffin.

That Griffin gets +1/+1 until end of turn.

Halls of Mist

LAN R •

L CU: ②. No creature may attack if it attacked during its controller's last turn.

Hammerheim

Add to your mana pool. Semowe landwalking from target creature until end of turn.

Havenwood Bartleground LAN U --- FE,5

Comes into play tapped. Se Add to your mana pool. So, Socrifice Hovenwood Bartleground: Add to your mana pool. So, Socrifice Hovenwood Bartleground: Add to your mana pool. So, Socrifice Hovenwood Bartleground: Add to your mana pool. So, Socrifice Hovenwood Bartleground: Add to your mana pool. So, Socrifice of towest or bury Heart.

So: Add to your mana pool. So larget creature gets +1/+1.

llow Trees

LAN R •• FE,5th
Comes into play topped. You may leave Trees tapped to put a counter on it.

♣: Remove any number of counters, adding •• for each one.
Isom Store

LAN R •• FE,5th
Comes into play topped. You may leave Store topped to put a counter on it.

Comes map pay tappea, tou may leave store tappea to but a counter on it.

**Exemove any number of counters, odding ** for each one.

IAN U •• IA,5th
You may choose not to untap ke Floe. **Top a non-flying attacking caeture. That creature doesn't untap as long as ke Floe is tapped.

LAN U.X.4TH, IAM6,5th
LAN U.X.4TH, IAM6,5th

Jungle Basin
Comes into play topped. When Basin comes into play, return an untapped forest you control to owner's hand or bury Basin. ◆ Add ◆ ◆ to your pool

rakas

A Ad * to your mana pool.

AN U

Comes into play tapped and you return an untapped plains you control to owner's hand or bury Karoo.

A Ad U

The strength of the

Karplusan Forest

Karplusan Forest

Add to your mana pool. S. Add to your mana pool and take 1 damage.

Add to your mana pool. S. Add to your mana pool and take 1 damage.

Keldoran Outpost

LAN R ...

When Outpost comes into play, sacrifice a plains or bury Outpost. S. Add

W to your mana pool. S. Add to your pool. To your mana pool and take 1 damage.

Add 1 cloarless mana to your pool. S. Add to your

at the end of your upkeep. . Add ... to your mana pool and put a counter on Land Cap. . . Add ... to your mana pool and put a counter on Cap. Lava Tubes

When Lotus Vale comes into play, sacrifice two untapped lands or bury Lotus Vale. S: Add three mana of any one color to your mana pool.

©: Unitop target attacking creature. Creature neither deads nor receives damage as a result of combat.

Maze of Shadows LAN U → TAM Combat.

©: Add one colorless mana to your mana pool. ©: Unitap target attacking creature with shodow. I hat creature neither deads nor receives combat damage.

Mishtra's Factory LAN U → LAN LI
Trevent 1 damage to any creature. delhaven LL U •••• L6

S: Add •• to your mana pool. ••: Make target 1/1 creature +1/+2 until

Pine Barrens

Act to your mana pool.

 AN R
 Act ryour mana pool.

 AN R
 Act ryour mana pool.

 Counts as a Mountain and a Plains.

 icksand
 Act ryour mana pool.
 Act ryour
. Add 1 mana of any color to your pool; Rainbow Vale passes to poponent at end of turn. Reflecting Pool

A: Add to your pool 1 mana of any type that any land you control can produce.

LAN R

River Delta

LAN R

If there are any counters on Delta, it does not untap. Remove a counter from Delta at the end of your upkeep.

Add to you pool and put a counter on Delta.

Recky Tar Pit

LAN U

Remover a Counter on Delta.

MG

Comes into play tapped.

Socrifice Rocky Tar Pit: Search your library for a swomp or mountain. Put that land into play.

Robuterto Depths

Add one colorless mann to your mana pool.

Add one colorless mann to your mana pool.

Robuster Depths

LAN U

Robuster Dep

Sevenneh

Add * or * to your mana pool. Counts as a Plains and a Forest.

IM

Comes into play tapped. * Add one colorless mana to your mana pool.

Add or * to your mana pool scalained deals I damage to you.

National of the Unseen

UN U * Add on to your pool.

Add one to your pool.

Add one to your pool.

Add one to your pool.

All R **

When Scorthed Ruins comes into play, sacrifice two untapped lands or bury Ruins. * Add four colorless mana to your mana pool.

Scrubland

Add * or * to your mana pool. Counts as a Plains and a Swamp.

Seedarer's Quay.

LAN R **

Seedarer's Quay.

LAN U *

LIV.R

Seedarer's Quay.

LAN U *

LIV.R

All your blue legends may bord with other legends.

 Add w or the toy our mana pool. Counts as a Plains and a Swamp. Liferer's Query. U.N. U.N.
All your bibe legends may band with other legends.

Life and valley. Life to the toy of the toy our pool of the toy our pool. When Valley you control. During your upkeep, if you control 3 or leever lands, gain one life. Add to be your pool. Not control of the toy our pool. The toy our pool. The toy of the toy our pool. The toy our pool of the toy our pool. The toy our pool. The toy our pool. The toy our pool of the toy our pool. Over. Overed forest. U.N. U. W. Add to be your mana pool. The toy our pool. The toy our pool. The toy our pool. The toy our pool. Over. Overed Island. U.N. U. W. Add to toy our mana pool. The toy our pool. U.N. U. W. Add to toy our mana pool. The toy our pool. The toy our pool. U.N. U. W. Add to toy our mana pool. U.N. U. W. Add to toy our mana pool. U.N. U. W. Add to toy our mana pool. U.N. U. W. Add to toy our mana pool. U.N. U. W. Add to toy our mana pool. U.N. U. W. Add to toy our mana pool. U.N. U. W. Add to toy our mana pool. U.N. U. W. Add to toy our mana pool. U.N. U. W. Add to toy our mana pool. U.N. U. W. Add to toy our mana pool. U.N. U. W. Add toy our mana pool. U.N. U.N. U. W. Add toy our mana pool. U.N. U. W. W. Add toy our mana pool. U.N. U. W. W. W. W. U -

• Add • to your mana pool.

Suffurous Springs

LAN

Add ⊕ to your mana pool. Socrifice: Destroy target land.

IA, 5th

Add ⊕ to your mana pool and take 1 damage.

Add ⊕ to your mana pool and take 1 damage.

FE, 5th

Comes into play tapped. Add ⊕ to your mana pool.

Svyelunite Temple.

AD

LAN

LUR, 4TH, IA, MG, 5th

Add ⊕ to your mana pool.

LUR, 4TH, IA, MG, 5th

Add ⊕ to your mana pool.

Toberrand: and ⊕ to your mana pool.

LAN

Add ⊕ to your mana pool.

LAN

Add ⊕ to your mana pool.

Toberrand: and the till.

All creatures require on upkeep cost of ⊕ in addition to other upkeep costs.

Destroy a creature if its upkeep is not paid.

Taiga

LAN

Add ⊕ to your mana pool.

©: Add one colorless mana to your mana pool. ◆: Sacrifice Wasteland:
Destroy target nonbasic land.
ding Canyon

LAN R •••

W

Winding Carryon

♣ Add one coloriess mane to your mode.

LAN R •••• pool.

♣ Add one coloriess mane to your mode.

♣ Add one coloriess mane to your mode.

Witzerd's School

LAN U ••

♣ Add ® to your pool.

The Next Wave in GAMES

Cover By BROM!

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JANUARY 4, ORLANDO

TOY, COMIC AND COLLECTIBLE SHOW. Clarion Plaza Hotel, 9700 International Drive. Take I-4 to exit 29, Sand Lake Rd. Turn right on International Drive One mile on right. 6ft tables @ \$35 each or 2 @ \$65; 8ft tables @ \$45 each or 2 @ \$85; booths available @ \$110. \$4 admission, 10am-4pm. For sale: toys, comics, phone cards and many more collectible items. Door prizes, Chinese Auction, FAO Schwarz gift certificates. For more information contact: Steve @ 407-469-3759 or Scott @ 407-239-1892. Let's have a Happy New Year!

JANUARY 17-18, ORLANDO

COLISEUM OF COMICS presents the first annual Coliseum open. Two full days of Magic: The Gathering TM. An official Sanctioned Standard Tournament on January 17 at 12 noon. Grand prize is SS00 cash. Only S20 entry fee & S17 pre-registration. On January 18 at 12 noon, we will have an official Sanctioned Tempest Sealed Deck Tournament: S25 entry fee, S20 pre-registration. First prize S100 cash and S50 gift certificate. Booster drafts all weekend long. For more information please call: Coliseum of Comics @ 407-240-7882, ask for Paul or Bren or write to: 4722 South Orange Blossom Trail, Orlando, Ft. 32839.

MARCH 13-15, ORLANDO

MEGACON '98. Orlando Expo. Centre, 500 West Livingston St. S12 a day, S30 weekend. OVER 100 SANCTIONED GAMING TOURNAMENTS AND DEMOS. CCG'S include M:TG, Star Wars, Legend of the Five Rings, Vampire, Rage, Spellfire plus dozens of roleplaying events, live-action, miniatures and network-computer gaming. 80,000 square ft. exhibit hall featuring dealers, publishers, manufacturers, art show & auction. Over 200 guests including: Boris Vallejo, Julie Bell, Joseph M. Lisner, John Byrne, Carlos Pacheco, Mark Waid, George Perez, Brian Pulido, William Tucci, Larry Elmore, Steve Bryant, David Mack, Don Rosa, Ramona Fradon, Jonathan Harris (a.k.a. "Dr. Smith" from Lost in Space), José Justiniano, Harry Lampert. 100,000 square ft. of dealers, publishers, manufacturers, gaming events, 24-hour Japanimation room, art show plus much more. For more information, contact: Skyline Promotions @ 407-599-0905, P0 Box 3120, Winter Park, FL 32790. Visit our website: http://www.edgealobal.com/megacon/

ILLINOIS

DECEMBER 13, COLLINSVILLE

GREAT LAKES GAMES presents The LOS ANGELES PRO QUALIFIER. Gateway Center, One Gateway Drive, call 618-345-8998 for directions. Sanctioned Magic: The Gathering™ Tournament & Convention. Qualifier for Los Angeles Pro Tour. Format: extended. Pre-register S17 or S20 at the door. Also S500 Guaranteed Savings Bond Circuit Event. Format TBA. Lots of Side Tournaments & Auctions. For more information on this or other tournaments, call 847-222-1994 or ProTourUSA@aol.com.

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KENTUCKY

JANUARY 24, LOUISVILLE

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MARYI.AND

DECEMBER 21, GAITHERSBURG

GAMING AND COLLECTIBLES SHOW. Holiday Inn, 2 Montgomery Village Ave. 60 tables @ \$55 before Dec. 14. \$3 admission, \$2 if you mention this ad. Magic: The Gathering™ Type I and II tournaments. Cash prizes of up to \$350. Gaming Demons, Anime screenings, Rich Pollard plus more autograph guests to be announced. For more information, call Magnificent Promotions @ 301-916-4194.

MASSACHUSETTS

Call for upcoming dates in BOSTON

GRAY MATTER CONVENTIONS in Boston. The Tremont House, 275 Tremont St., Boston, MA 02116. Call 617-426-1400 for directions. Sanctioned Magic: The Gathering™ convention & tournament: Type I, Type II or Sealed Deck tournaments. S1,000 in CASH prizes tournament. Over 15 tournaments including Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealer areas. Doors open 9am. S17 in advance, S20 at the door for the Type I & Type II (S25/S28 for sealed deck). Contact: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

NEW JERSEY

DECEMBER 5, 12, 19, 26 & JANUARY 2, 9, 16, 23, 30, CLIFTON

OUTER LIMITS presents the greatest Type I tournament since the destruction of the Death Star! 433 Route 46E (just 5 miles East of the Willowbrook Mall). EVERY FRIDAY NIGHT. S5 admission, 6pm. PRIZES: A different box each week. Spaces are limited so don't be late. For more information contact: Adam Krat @ 201-340-9393.

DECEMBER 28, EDISON

GRAY MATTER CONVENTIONS in New Jersey. Ramada Inn, exit 10 off NJ Turnpike, call 908-661-1000 for directions. \$1,000 in CASH PRIZES. Sanctioned Magic: The Gathering™ convention & tournament: Type I, Type II or Sealed Deck tournaments. \$1,000 in CASH prizes tournament. Over 15 tournaments including: Under 16, Booster draft & Two-Headed foint Team tournament. Huge dealers area. Doors open 9am. \$17 in advance, \$20 at the door for the Type I & Type II (\$25/\$28 for sealed deck). Contact for more information: Bruce Johnson, Gray Matter. 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@ool.com.

FEBRUARY 1, EDISON

GRAY MATTER CONVENTIONS in New Jersey. Ramada Inn, exit 10 off NJ Turnpike, call 908-661-1000 for directions. MAGIC: THE GATHERING™ PRO TOUR QUALIFIER. *Professional Tournament Qualifier* for Pro Tour-Los Angeles. 2 Master slots will be awarded for the \$150,000 LA Pro Tour. Main event is Extended. Over \$500 in cash prizes for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealers area. Doors open 9am. \$18 in advance, \$20 at the door for the Pro Tour Qualifier. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor. NY. NY 10001. 800-852-2442. E-mail: GriNatter@ool.com.

NEW YORK

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DECEMBER 13, NEW YORK

GRAY MATTER CONVENTIONS in New York City. New Yorker Hotel, 34th & 8th Ave, call 212-971-0101 for directions. \$1,000 in CASH PRIZES. Sanctioned Magic: The Gathering™ convention & tournament: Type I, Type II or Sealed Deck tournaments. \$1,000 in CASH prizes tournament. Over 15 tournaments including: Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealers area. Doors open 9am. \$17 in advance, \$20 at the door for the Type I & Type II (\$25/\$28 for sealed deck). Contact for more information: Bruce Johnson, Gray Matter. 122 West 26th Street, 4th Floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

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PENNSYLVANIA

DECEMBER 6, PHILADELPHIA

GRAY MATTER CONVENTIONS in Philadelphia. Valley Forge Convention Center, 1200 First Avenue, King of Prussia, call 610-337-2000 for directions. \$1,000 in CASH PRIZES. Sanctioned Magic: The Gathering™ convention & tournament: Type I, Type II, or Sealed Deck tournaments \$1,000 in CASH prizes tournament. Over 15 tournaments including Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealers area. Doors open 9am. \$17 in advance, S20 at the door for the Type I & Type II (S25/S28 for Sealed Deck). Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442, E-mail: GrMatter@gol.com.

DECEMBER 27, HARRISBURG

GRAY MATTER CONVENTIONS in Harrisburg. Radisson Penn Harris Hotel & Convention Center, 1150 Camp Hill ByPass, Camp Hill, call 717-763-4518 for directions. MAGIC: THE GATHERING™ PRO TOUR QUALIFIER. Sanctioned Magic: The Gathering™ convention & tournament. Professional Tournament Qualifier for Pro Tour-Los Angeles. 2 Master slots will be awarded for the \$150,000 LA Pro Tour. Main event is Extended. Over \$500 in cash prizes for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealers area. Doors open 9am. \$18 in advance, \$20 at the door for the Pro Tour Qualifier. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

JANUARY 24, PHILADELPHIA

GRAY MATTER CONVENTIONS in Philadelphia. Valley Forge Convention Center, 1200 First Avenue, King of Prussia, call 610-337-2000 for directions. MAGIC: THE GATHERINGTM PRO TOUR QUALIFIER. Sanctioned Magic: The Gathering™ convention & tournament. Professional Tournament Qualifier for Pro Tour-Los Angeles. 2 Master slots will be awarded for the \$150,000 LA Pro Tour. Main event is Extended. Over \$500 in cash prizes for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant Team tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant Team tournaments including: nament. Huge dealers area. Doors open 9am. \$18 in advance, \$20 at the door for the Pro Tour Qualifier, Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

RHODE ISLAND

JANUARY 3, PROVIDENCE

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SOUTH CAROLINA

EVERY TUESDAY, FRIDAY AND SUNDAY in DECEMBER & JANUARY, MYRTLE BEACH

THE DUELING GROUND, 4981 Hwy 707, Myrtle Beach, SC 29575. Call 803-293-1406 for directions. Sanctioned DCI Magic: The Gathering™ Tourneys. Type, Time and prizes vary; call us for details. Sanctioned Star Wars Tourneys. Warhammer and Warhammer 40K, Shadowrun, AD&D and more! Free and dedicated gaming area for cards, role-playing and miniatures. Sodas, snacks, pizza, subs, great atmosphere! Vacation in Myrtle Beach and Game With Us! A Gamers Paradise, COME CHECK US OUT! Call 803-293-1406, fax 803-527-0270. E-mail: iburch@sccoast.net.

WISCONSIN

JANUARY 11, MILWAUKEE

COMIC BOOK EXPO, Serb Hall, 5101 West Oklahoma Ave. Dealer spaces available, tables \$15 each or 3 @ \$40, S1 admission or FREE with non-perishable food donation, 10am-3pm. First 200 attendees will receive a grab bag full of comics and cards. We'll feature comic books, action figures, science fiction, CCG's, and much more. Door prizes will be given away throughout the day. Collectors, retailers and first time sellers are encouraged to participate. For more information or table reservations contact: James @ 414-852-7846, e-mail - timelord@nconnect.net, or website: www.nconnect.net/~timelord.



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Ask Not What Your Country Can Do For Gaming...

"Like those, Mr. Swine?" asked President Clinton.

It was a beautiful winter afternoon in Washington. I was sitting on a couch in the Oval Office, three feet from the leader of the free world. He'd asked me to the White House to help him draft his State of the Union address. While we worked, we were eating chocolate-covered peanuts from his personal supply.

"Delicious, sir," I said, emptying my bag. "And it's, uh, Swan."

"Whatever," said Clinton. He studied the legal pad in his lap. "So we're agreed that I should focus on issues dealing with the game industry?"

"Absolutely." I tossed the bag in the presidential trash can. "After all, it's the backbone of our economy."

"And to emphasize that point," he said, talking through a mouthful of peanuts, "I want to mention that Wizard of the Coast's buyout of TSR was largely responsible for last summer's stock market rally."

"But we must acknowledge that '97 wasn't kind to everyone," I said. My stomach growled. I needed more peanuts. "White Wolf, Mayfair, Daedalus—they all had their problems."

Hillary entered, looking lovely in a stylish green dress. She smiled politely as she approached the President. I "accidentally" dropped my pencil on the floor.

"This won't take long," Clinton said to me.

"No problem," I replied on my hands and knees.

A few minutes later, Hillary left. I returned to the couch.

The President eyed me suspiciously.
"Say, were you looking up my wife's skirt?"
I changed the subject. "What about

Clinton nodded. "We definitely need to address that. The cost of financing a

When you're tired of all the other vermin out there...



Vote Buttweasel!

Who Framed Roger Rabbit, Touchtone/Amblin Ent. 1988.Courtesy Foto Fantasia

roleplaying campaign is getting way out of hand. Last year, it was almost impossible to find a sourcebook for under \$20. I intend to impose an immediate price freeze. Publishers who don't comply will be subject to the death penalty."

"That'll certainly send a message, sir."
"Here's another issue: harassment from religious fanatics who think games like *Magic* are satanic. I'm proposing 'zone of privacy' legislation which will make harassing players illegal. Unless you have permission to observe, you'll be required to remain a minimum of 20 feet away from any game in progress."

"And violators?"

"Death penalty."

"You're very wise, sir."

"That's why I'm President and you're... er, whatever it is you are." I glanced at my watch. It was getting late. "One more thing—you won't forget to mention the year's biggest story, will you?"

"You mean Bosnia?" Clinton suddenly flushed with embarrassment. "Oh, you mean InQuest's redesign!" He gestured to a walnut bookshelf where his back issues were arranged side-by-side with the Congressional Record. "That square binding makes 'em stand up real nice. Everyone loves the new InQuest."

"Not everyone. Newt Gingrich keeps complaining about how we only list one price per card in the price guide now."

Clinton looked disgusted. "He's just mad because he can't find anybody to pay \$200 for his Moxes. Tell you what: if he doesn't knock it off, let me know and I'll have Hillary kick his ass."

"That'd be great, sir," I said, standing to leave.

Clinton rose and put his hand on my shoulder. "Sorry you can't stay. Me and Janet Reno have one heck of a *Bat*tle Cattle game going."

"Maybe next time."

Clinton opened a metal cabinet filled with bags of presidential peanuts. "I can't let you leave without something for your children. How many kids you say you have?"

I licked my lips. "Uh... 30."

He loaded me up with peanut bags and walked me to the door "You are a true patriot, Mr. Swine. By the way, about my offer—have you reconsidered?"

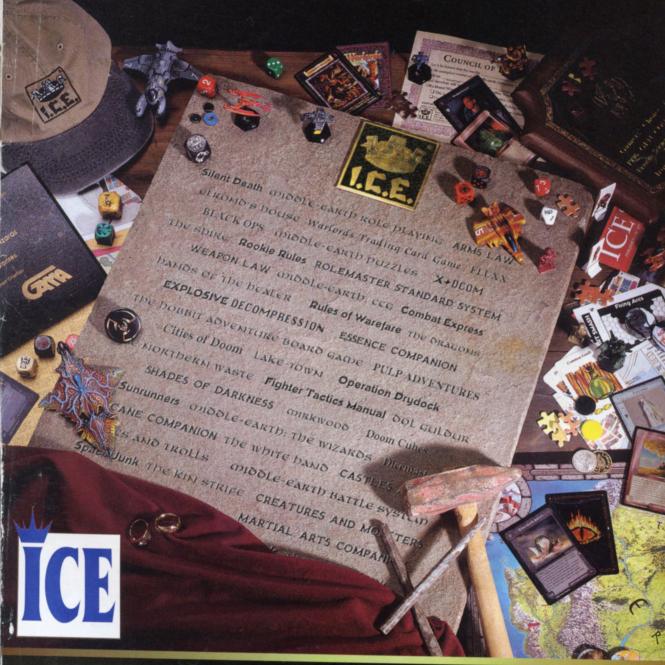
I shook my head. "Afraid not."

"Too bad," the President sighed.
"Cow Nose would've made a great
Secretary of Defense."

In the year 2000, Rick Swan plans to run for president on the Buttweasel ticket.

campaign finance reform?"

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